HUMBLEWOOD®

Beyond the Canopy

PLAYER'S GUIDE

5E

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Welcome to

Humblewood: Beyond the Canopy Player Guide

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This PDF contains everything new and returning players to the world of Everden need to get ready to play in ***Humblewood: Beyond the Canopy***.

The first section contains all the player facing content from the full book including the new species, subclasses, feats and so on, as well as the new Gadgeteer class. Everything you need to make characters using the new content from ***Humblewood: Beyond the Canopy***!

The second half of this document has information and lore about the key regions in ***Humblewood: Beyond the Canopy***. GM's need not worry, however, as any spoilers for the Heart of Ice adventure and the mysteries within have been edited out, leaving only enough for players to create characters from these regions.

A temporary home on the Firnveldt

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Chapter 1

1 Species of Wesden

The folk of Wesden resemble animals but are humanoids with complex cultures, traditions, and histories. In the world of Everden, each species possesses certain gifts, such as the ability to burrow or hover, that influence how they interact with and view the world. These gifts help shape one's morals, values, and personality. Consequently, some embody the reputation of their species, while others defy expectations. The included species descriptions focus on what is common for each species, but there are always plenty of exceptions.

This section outlines six new species options and two new lineages, which you can use to build your character. The species and associated lineages of Wesden are listed here in alphabetical order.

Ability score increases are suggested to make these species options compatible with the 2014 5e rules. If you are playing with the 5e+ 2024 rules, do not use these ability score increases. You can also refer to the 5e+ 2024 rules conversion for ***Humblewood: Beyond the Canopy***, available at Hitpointpress.com, for further details.

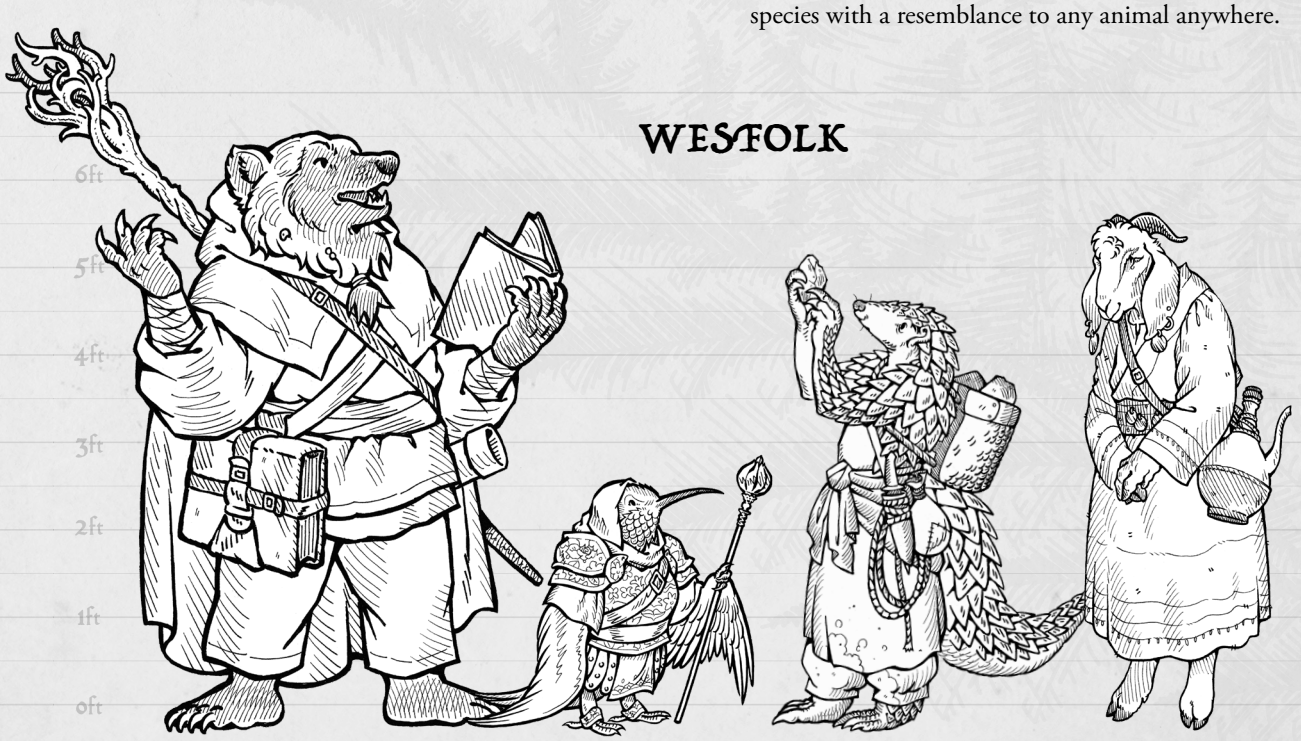
BIRDFOLK AND WESFOLK

Outside of the Humblewood region, the folk in the rest of Wesden don't consider the difference between birds and non-birds to be a particularly important one. For example, in Humblewood, bird species are known as birdfolk and non-birdfolk are called humblefolk, but in Stormcrag, both would simply be Stormfolk. Beyond regional naming, the folk of Wesden are all referred to as Wesfolk.

Many of the species found in the ***Humblewood Campaign Setting*** are also found across the rest of Wesden. You can refer to that book for all the details you'll need to play these species, and you'll find these species mentioned throughout this book as NPCs.

Some species can look a little different from their cousins in Humblewood. You can use the **Animal Resemblances Inspiration** table to find suggestions when using a species from the ***Humblewood Campaign Setting*** to create a character from outside Humblewood. These are suggestions, not rules—you can also use your creativity to assign any player character species to certain animals that share a similar form or ecological niche. In Wesden, folk moving from one area to another are generally welcomed, and it's possible to find any species with a resemblance to any animal anywhere.

WESFOLK

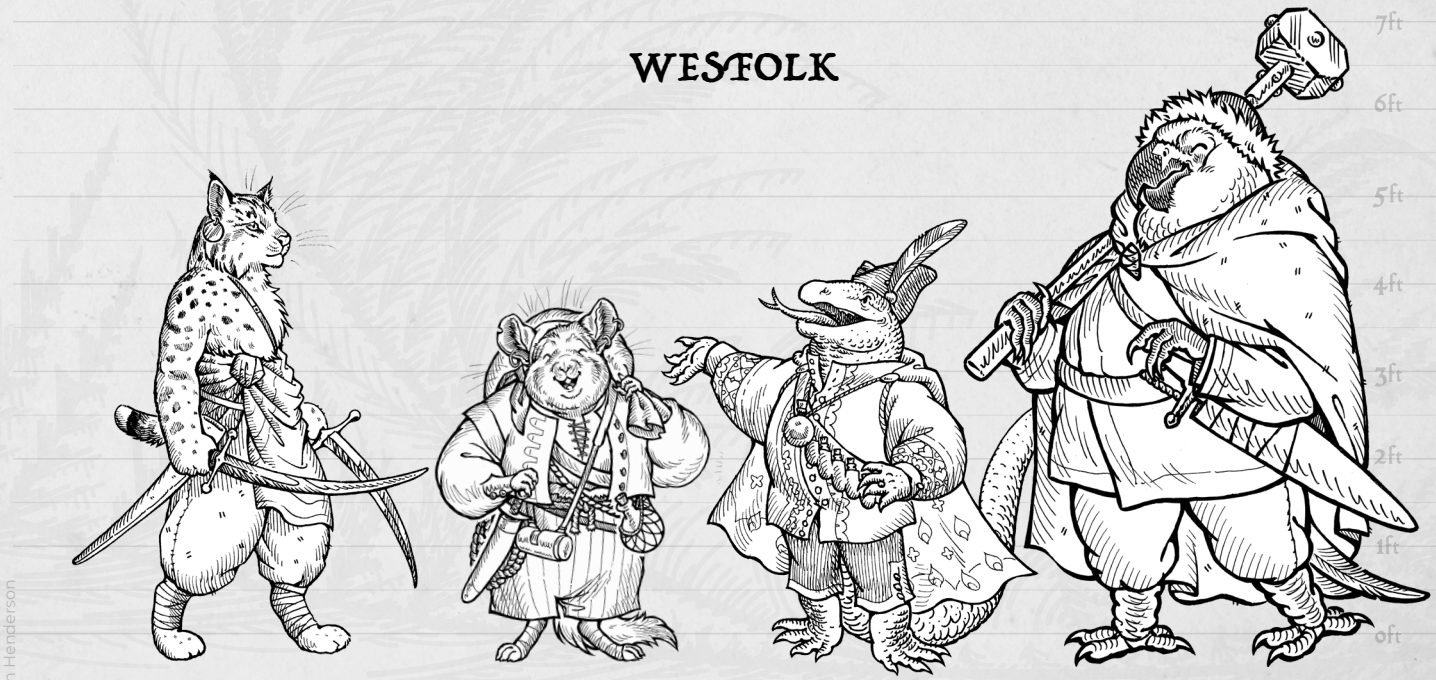


MUSTEL **SYLPH** **HEDGE, ARMA** **CAPRAN**

Lauren Henderson

Animal Resemblance Inspiration

Species	Humblewood	Frostcaps	Firnveldt	Stormcrag	Tanglewilds
Cervan	Red deer, fallow deer	Moose, caribou, elk	Saiga antelopes	Mule deer, Musk deer	Musk deer, chevrotains
Corvum	Crows, ravens	Crows, ravens, alpine choughs	Crows, ravens, jays	Crows, ravens, inca jays	Crows, green magpies, blue magpies
Gallus	Chickens, pheasants	Ptarmigans	Chickens, pheasants, quails, turkeys	Monals, bustards	Junglefowls, peacocks
Hedge (Spiny)	Hedgehogs, porcupines	Hedgehogs, porcupines	Hedgehogs, porcupines	Hedgehogs, porcupines	Echidnas
Jerbeen (Fieldscurry)	Jerboa, mice	Jerboa, mice	Jerboa, prairie dogs, mice	Mice	Agouti, mice
Luma	Doves, pigeons	Doves, pigeons	Doves, pigeons	Black-winged ground doves, hill pigeons	Green pigeons, cuckoo-doves
Mapach	Raccoons	Tanuki	Ringtails	Red pandas	Coatis, kinkajous
Raptor	Hawks, falcons	Gyrfalcons ospreys	Golden eagles, vultures	Condors, vultures	Harpy eagles
Strig	Barn owls, tawny owls, great horned owls, scops owls	Snowy owls	Eagle owls, boreal owls	Himalayan owls, Andean pygmy owls, cloud-forest pygmy owls	Jungle owlets, spectacled owls
Vulpin	Red foxes, silver foxes	Arctic foxes	Corsac foxes	Tibetan sand foxes	Maned wolves



ELURAN | JERBEEN, ROCKBURROW | TILIA | SEETA

Lauren Henderson

Capran

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Caprans are a group of goat- and sheep-like folk whose myths say they separated from the deer-like cervans of Humblewood in ancient times. Under the guidance of their patron Amaranthine, Arghan, the caprans traveled across the tall peaks of the Horned Ridge. Capable of enduring rugged environments, caprans make their homes across Wesden, from the steppes and foothills of Firnveldt to the frozen north of the Crystal Expanse and the volatile wilderness of Stormcrag.

Free as the Boundless Sky

According to legend, caprans trace their origin back to a feud between two ancient Amaranthines: the brothers Arghan and Cairith. Arghan the Unbroken is said to have quarreled with Cairith because Cairith wished for cervans to grow and learn under his measured tutelage. Arghan objected, professing that growth comes from clashing ideas and unseen paths, not from learning about the past. The two brothers offered the cervans a choice: either remain in their peaceful groves under Cairith's protection or set off for the unknown with Arghan's blessing. So, the cervans divided themselves, some stayed true to Cairith, while others traveled with Arghan, who led them to new lands. Through trials of hardship and many struggles, the followers of Arghan were transformed, giving rise to the first of the caprans.

Arghan granted the caprans special gifts to aid them on their travels: strong heads to face any challenge, nimbleness to keep their balance on uncertain terrain, and a determination to climb even the tallest mountain. Over centuries of travels, caprans have developed a steadfast and independent spirit, reflected in their fierce debates and immovable convictions.

Hard Heads, Warm Hearts

Although caprans have a well-earned reputation for stubbornness, they are also sociable. For caprans, disagreements are part of life and not something to be avoided. Once a matter is settled, there are usually no hard feelings between caprans, even if moments ago they were butting heads—figuratively or literally. Caprans are encouraged to speak their minds from a young age, and independence of thought is encouraged.

Many caprans have horns that grow in various shapes and sizes. Unlike cervans, whether a capran has horns is not considered to have any spiritual or cultural significance. Those who have horns often adorn them with jewelry.

Clan Traditions

Before the invention of Capran runes around 700 years ago, the history of a clan was passed down through oral tradition. These spoken histories are still passed down through generations with incredible detail, recounting debts owed or repaid, slights suffered, favors granted, and events dating back to the first days of their clan.

The head of a capran clan wears a gold signet ring that marks their leadership. Each clan's ring is unique and is used to stamp agreements, treaties, and other important documents. Like their oral traditions, these rings are passed on, handed from one leader to another. Many caprans commission personal signet rings and use them in place of a written signature.

When a kid comes of age, and if their parents are from different clans, they choose which of their parent's clans to join. Once the young capran has chosen a clan, their name is entered into the Great Clan Record, which is stamped by the clan head. This choice stays with a capran for life. Even if a capran commits a truly heinous act, they cannot be expelled from their clan, as tradition dictates that the clan is responsible for holding their members to account and preventing them from causing further harm. Likewise, a capran can never leave their clan. Should a capran choose not to associate with their clan at all, the capran is always considered part of their clan by other caprans.

Clans vary in size from a few dozen to hundreds of members. Factions often form within larger clans, and vehement disagreement within a clan is common. The formation of a new clan only occurs when a clan has grown exceptionally large and splits into two. Both resulting clans take on new clan names and enjoy close relations for generations in recognition of their shared history.

Strong Footings

Though caprans have settled in several lands, they thrive in the hills, plains, and mountains of Firnveldt, where the powerful Stonehoof Protectorate has governed for hundreds of years . While many caprans enjoy the protection of the Stonehoof Protectorate, others live on the Gargan Steppe as nomads, herding enormous grazing beasts known as gargaths. These groups rarely see eye-to-eye, as the Protectorate believes itself to be the steppe's ultimate authority, and the nomads prefer to ignore the Protectorate entirely and continue living as caprans have since they first came to Firnveldt.

Capran Names

The most important part of a capran name is their clan name, which ties them to a history of relationships with other capran clans.

Clan Names: Affa, Burtai, Brighthorn, Greenwool, Hannu, Korrai, Ortu, Rockvast, Skysteep, Tarn

Feminine Names: Altu, Annju, Erru, Farshull, Jonall, Mandralu, Olann, Sellun, Tarall, Tashun, Veldalu

Masculine Names: Arlo, Ahrba, Dahr, Gargo, Gorhut, Holgahr, Khuya, Mandrayur, Maroo, Temhut, Veldarya

Neutral Names: Bett, Indi, Kashry, Loof, Lorlo, Ortry, Semta, Tenett, Urta, Zhara

CAPRAN TRAITS

The capran species is inspired by goats and sheep of all kinds. They are also a good fit for characters resembling other horned and cloven-hoofed animals, such as antelopes, gazelles, and even bison or cows.

Ability Score Increase. Increase one ability score by 2 and another ability score by 1. To play a typical tethera capran, choose Strength and Wisdom. To play a typical yantan capran, choose Strength and Dexterity. Alternatively, increase three ability scores by 1.

Creature Type. You are a humanoid.

Age. Caprans can live to around 100 years. They are considered adults around the age of 20.

Size. Caprans generally stand between 5-and-a-half and 6-and-a-half feet tall and have solid builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Hard Headed. Whether or not you have horns, you can use your tough head to deliver unarmed strikes. When you hit with an unarmed strike using your head, it deals bludgeoning damage equal to 1d6 + your Strength modifier.

If you move at least 20 feet straight toward a target and then hit it with an unarmed strike using your head, the target must also succeed on a Strength saving throw (DC = 8 + your Strength modifier + your proficiency bonus) or be knocked prone.

Stubborn Mind. You have advantage on saving throws against being charmed.

Languages. You can speak, read, and write Birdfolk and Capran.

Lineage Options. You can choose the tethera capran or yantan capran lineage option.

Tethera Capran

Resembling bighorn sheep, argali, moufflon, and other members of the sheep family, tethera caprans are usually highly social, caring deeply about the lives of those around them. Some tethera caprans have horns, but most do not.

Friendly Face. You gain proficiency in the Insight or Persuasion skill, and you have advantage on checks made to convince humanoids who you or your companions are not currently fighting that you are trustworthy.

Flock In. When you use the Help action and the check or attack you are helping with fails, the creature attempting the check or attack can reroll one of the dice if you are within 5 feet. The creature must use the new result. You can use this ability a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Yantan Capran

Resembling mountain goats, markhor, ibexes, and other members of the goat family, yantan caprans are sturdy survivors. They are adapted to move through harsh and rugged environments with ease. Most yantan caprans have horns.

Legacy of Learning. You gain proficiency in one of the following skills: Animal Handling, Athletics, or History.

Sure Footing. You ignore nonmagical difficult terrain and have advantage on Strength and Dexterity checks and saving throws made to climb, maintain your balance, or avoid falling prone.

A capran bard enjoys the mountain air

Christina Kraus

Eluran

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Elurans are feline folk renowned for their poise, calm demeanor, and keen insight. Some elurans are talented crafters whose wares are traded as far north as the Frostcaps. In the south, eluran culture has flourished in the jungle of the Tanglewilds for millennia as part of the Luzos Regency.

Blessed by the Sun and the Moon

Elurans are blessed with several gifts: keen senses to navigate well in darkness and discern subtle changes in a person's demeanor; retractable claws to quickly scale obstacles or rake their foes; and natural magic, which they can use to unleash a destructive roar or a comforting purr, depending on their lineage.

Many elurans believe these gifts originate with their patron Amaranthines: Khaluz the Bold, who guards the sun, and Eresutha the Hidden, who shifts the moon. Elurans embrace both the day and night, preferring to spend some of their waking hours in both, with long naps between periods of activity.

Cautious Yet Curious

Elurans have a reputation as haughty and aloof. Though often perceived as pride, these behaviors have their roots in eluran culture, which emphasizes a cautious approach to outsiders. Eluran kittens are taught that outsiders should be dealt with diplomatically but always from a position of power. Elurans who follow these traditions avoid showing vulnerability to strangers and conceal their true strengths. Keeping outsiders at arm's length is a matter of politeness as much as shrewdness, and being overly familiar with an eluran before getting to know them is considered rude.

In contrast, once an eluran trusts someone, they become like family and can be addressed casually in ways that strangers or acquaintances consider insulting. Such deep friendships are playful and intimate, as many elurans enjoy casual cuddles with those they truly trust.

Regional Differences

Elurans can be found across Everden, but in the continent of Wesden, eluran culture has two distinct branches. The most prominent are the southern elurans of the Luzos Regency in the Tanglewilds. Ruled for millennia by a family of elurans who claim to have been chosen by the Amaranthine Khaluz, the Luzos Regency is a strong cultural force. Elurans outside of the Tanglewilds are less culturally united, integrating more with the cultures they live amongst. These disparate groups are often called the northern elurans in contrast to the southern elurans of the Tanglewilds.

Eluran culture in the Luzos Regency is traditionally matriarchal, where the highest positions of authority are largely held by female elurans, including the regent, called the faa'seng in Eluran. The regent is responsible for maintaining harmony between the different factions of the Tanglewilds and between her people and the jungle. Among northern elurans, folks of every gender hold leadership positions. Within all eluran societies, age marks an eluran as wise and worthy of respect. As the common eluran saying goes, "Gray whiskers mark a well of wisdom."

Eluran Names

Elurans have a family name that they carry throughout their life, but their given name can change. Eluran kittens gather many different names before adulthood, bestowed by older friends and relatives. These names are given to them following notable events in their life—the name that sticks tends to be out of a young eluran's control. Eluran kittens give their friends secret names based on events shared only between them.

Only upon reaching their 15th summer is an eluran considered wise enough to be able to choose a name for themselves. In the eyes of eluran society, adults have earned their right to be called as they wish. Elurans often change their adult name after a significant moment in their life. If an outsider mocks an adult's chosen name or continues to call them by one of their kittenhood names, it is considered a grave insult. In contrast, close friends, family members, or lovers may still use kitten names or secret names with sentimental meaning in private.

Example Eluran Names

Kitten Names (Meanings): Fomurr (Moving Eye), Hramet (Healthy), Kahl'zaong (Angry Tail), Lagok (Fish), Meeng (Mewler), Meh'hlahng (Little Adventurer), Myohng (Milk Drinker), Rree'tlah'tuhl (Money Spiller), Shehsh'sheer (Fell to a Snake), Tshaol (Noisy), Uthkeh (Silver), Wehth'ou'ou (Asks Why Too Much)

Adult Names (Meanings): Aifkeip (Holder of Good Territory), Elumfess (Climber in Darkness), Fa'esh (Long Whiskers), Thaket (Striker), Tlereth (Lives in Paradise), Upchoat (Master of Long Naps), Yeshterr (Vine-walker), Yetklee (Nimble Runner)

Family Names (Meanings): Amreth (One World), Aolvair (City Lady), Groang'et (Strong), Huhl'hehf (Smoke Mountain), Murfesh (Blood Season), Teeket (Sharp), Teeshumur (Star's Blood), Totrov (Cold Hunger), Zharrkesh (Front and Back Claws), Zheuet (Even-tempered),

ELURAN TRAITS

The eluran species is inspired by cats of all kinds. They are a good fit for any character that resembles a feline, as well as other nimble predators such as civets or genets.

Ability Score Increase. Increase one ability score by 2 and another ability score by 1. To play a typical moon eluran, choose Dexterity and Wisdom. To play a typical sun eluran, choose Strength and Wisdom. Alternatively, increase three ability scores by 1.

Creature Type. You are a humanoid.

Age. Elurans are considered adults from the summer solstice of their 15th year. They have an average lifespan of around 85 years.

Size. Elurans come in a variety of shapes and sizes, ranging from 3 feet to nearly 7 feet in height, with builds that range from slender to fluffy. Your size is Medium or Small.

Speed. Your base walking speed is 30 feet.

Darkvision. Your eyes are well suited to hunting at night. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Claws. You have sharp claws that you can use as natural weapons to make unarmed strikes. When you hit with your claws, you deal slashing damage equal to 1d6 + your Dexterity or Strength modifier instead of the bludgeoning damage normal for an unarmed strike.

Additionally, you have advantage on Strength (Athletics) checks made to climb any surface your claws could reasonably grip.

Graceful Landing. When you fall, you don't land prone as long as you aren't incapacitated. Additionally, you can subtract up to 20 feet from a fall when calculating falling damage.

Wariness. You have keen senses and a knack for avoiding danger. You have proficiency in the Insight and Perception skills.

Languages. You can speak, read, and write Birdfolk, Eluran, and one additional language of your choice.

Lineage Options. You can choose the moon eluran or sun eluran lineage option.

Moon Eluran

Moon elurans are generally smaller than their sun counterparts and have appearances that many find endearing. Moon elurans can produce a gentle healing purr. Cats who purr, such as bobcats, ocelots, lynxes, and wildcats, are best represented by moon elurans.

Soothing Purr. You can produce a comforting purr to calm jangled nerves during a short rest. When you or any friendly creatures who can hear you regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 2d4 hit points. A creature can't regain extra hit points from this trait again until it finishes a long rest.

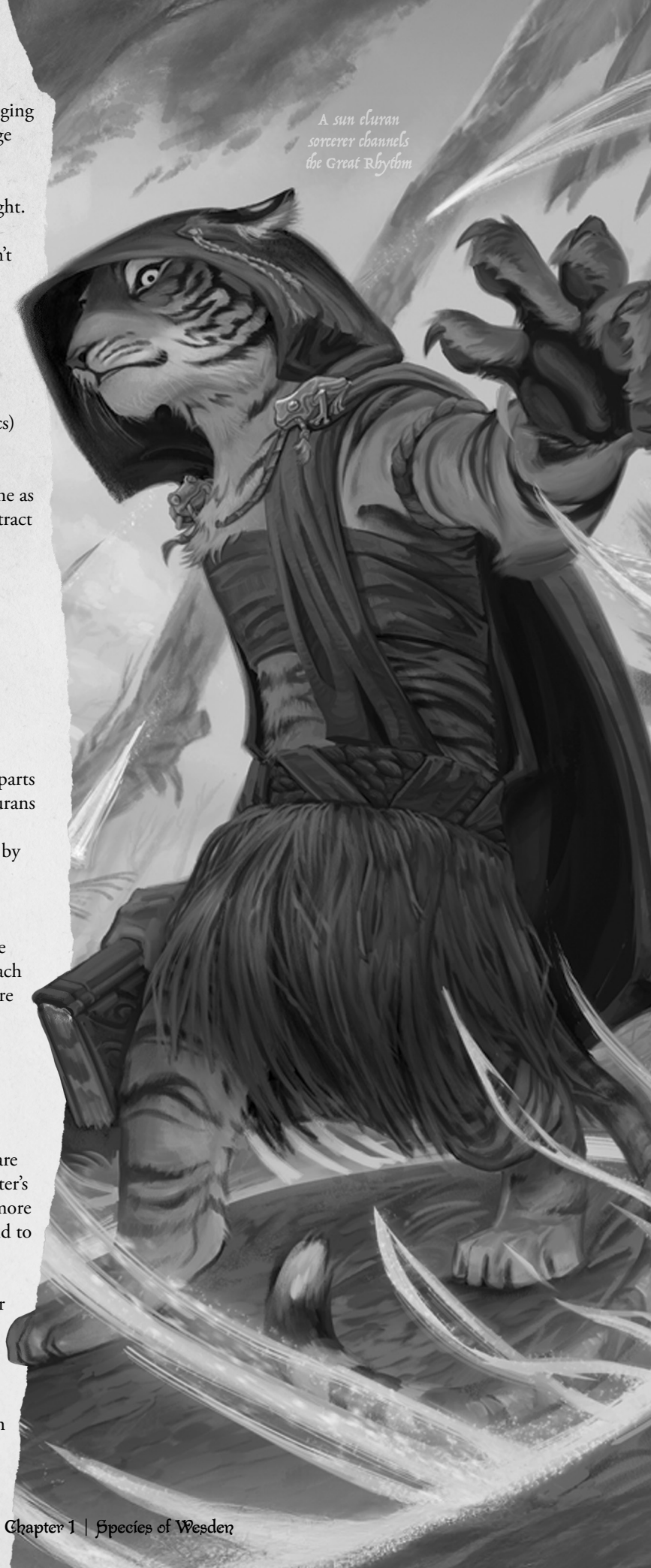
Paws of the Artist. You gain proficiency with a set of artisan's tools or a musical instrument of your choice.

Sun Eluran

Cats that roar, such as lions, tigers, leopards, and jaguars, are best represented by sun elurans. Sun elurans possess a hunter's instincts and can unleash a fearsome roar. They are often more physically imposing than their moon counterparts and tend to have manes or patterns of spots or stripes on their fur.

Thunderous Roar. As an action, you can unleash a mighty, earth-shaking roar. When you do so, each Large or smaller creature within 10 feet of you must succeed on a Constitution saving throw (DC = 8 + your Strength modifier + your proficiency bonus) or be knocked prone. You can't use this trait again until you finish a long rest.

Hunter's Weapon Training. You have proficiency with blowguns, clubs, javelins, longbows, scimitars, and spears.



A sun eluran sorcerer channels the Great Rhythm

Mariah Tekulve

Hedge, Arma

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Beyond the borders of Humblewood live hedges whose spiny quills have grown into bony plates. Blessed by the Amaranthine Henwin with a natural connection to the earth, many sturdy arma hedges have made their homes in the foothills of Firnveldt and the jungles of the Tanglewilds.

Naturally Armored

With their bony armor and long tails, arma hedges resemble armadillos or pangolins more than their hedgehog-like cousins (simply known as hedges in the ***Humblewood Campaign Setting***). However, they share the same empathetic nature. It is often said that the friendship of an arma hedge is as solid as a stone and just as difficult to mend if broken. Arma hedges' bony plates don't pose as much of a hindrance to wearing clothing as the spines of other hedges, but they still prevent them from wearing armor. During celebrations, arma hedges decorate their plates with intricate designs using colorful natural pigments.

Souls of the Stone

Arma hedges thank Henwin, the patron Amaranthine of all hedges, for their unique gifts, including the ability to converse with rocks. Though they see beauty in all natural life, arma hedge culture respects the spirits of the stone and the soil in particular. Their tales teach that the earth of Everden itself is alive, possessed of something arma hedges call the "eversoul." The eversoul is present in all stones, from the tallest mountain to the smallest pebble. It is a primordial force from which the Dawnmother coaxed all other souls and to which all souls will one day return after the Nightfather grants them rest. As a funeral rite, arma hedges often entrust small charms carved from their plates to their loved ones in the hopes that the charms provide guidance and protection to those left behind.

The eversoul is an important part of the ancient art of stonesinging, which originated among the arma hedges. This musical tradition involves coaxing tones from rocks with percussion and by singing in harmony. Tales say that once the stones sang back to the stonesingers, but now the stones are quiet, having fallen silent long ago. Today, many arma hedges still join stonesinger choirs, and some particularly dedicated singers are trying to learn why the stones stopped singing.

Arma Hedge Names

Traditional arma hedge names are generally given to a child by a parent or grandparent and are connected to soil, stone, or the earth in some way. This family member's name is then used as the surname, bridged with the word "from", for example, Amber from Clasia, Jet from Shale and Opal. An arma hedge will sometimes change their family name to honor a deceased relative, express gratitude for being cared for by someone other than their parents, or reflect a found family. Others who have broken ties with their family may also choose to rename themselves to reflect their circumstances. In such cases, a place, a guardian, an adventuring company, or anything or anyone the arma hedge feels strongly tied to can be used in place of a relative.

Male Names: Anorth, Dolom, Flint, Granith, Gness, Jet, Nephrith, Tuff, Slate, Unakye, Zoic

Female Names: Amber, Brec, Clasia, Emra, Lapis, Moonstone, Olavine, Opal, Rubica, Saphe

Neutral Names: Clay, Jespa, Lithis, Loess, Marl, Quarz, Sandy, Shale, Tufa

HEDGE TRAITS

Arma is a lineage option for the hedge species. The hedge published in the ***Humblewood Campaign Setting*** is the spiny hedge. Arma and spiny hedges share the following traits:

Ability Score Increase. Increase one ability score by 2 and another ability score by 1. To play a typical arma hedge, choose Constitution and Charisma. Alternatively, increase three ability scores by 1.

Creature Type. You are a humanoid.

Age. Hedges take longer to mature than most other folk, reaching adulthood around 25 years. They also live for a long time, with many reaching 120 years or more.

Speed. Your base walking speed is 25 feet.

Natural Burrowers. You have a burrowing speed of 15 feet.

Languages. You can speak, read, and write Birdfolk and ***Hedge.*** Arma hedges speak a dialect of Hedge that is distinct but understandable to other Hedge speakers.

Lineage Options. You can choose the arma hedge lineage option found in this book or the spiny hedge lineage option found in the ***Humblewood Campaign Setting***.

Lauren Henderson

Arma Hedge Traits

The arma hedge lineage option is a good fit for characters resembling armadillos and pangolins. It could also be used for tough burrowing creatures, such as aardvarks.

Size. Arma hedges are taller than their spiny cousins, standing between 3 and 5 feet in height, and tend to have heavy builds. Your size is Medium or Small.

Armor Plates. You have tough plates of bone or keratin that cover your body and make it impossible to wear armor (though you can still use shields). Your base AC is 17 and does not benefit from your Dexterity modifier.

Earthblessed. You know the *resistance* cantrip and can cast it without requiring material components. Additionally, you can cast *rumblevision** without material components once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Plate Wall. As an action, you can focus on defense to present your foes with a solid wall using your armor plates. Until the start of your next turn, you have resistance to all damage except psychic damage, and you have advantage on saving throws or ability checks to resist being moved or knocked prone. When you take this action, your speed becomes 0 until the end of your next turn. If you are moved before your next turn, your plate wall effect ends, and you land prone in the space you were moved to.

Speech of Stone and Soil. You have the magical ability to speak with rocks, crystals, and minerals. When doing so, you impart limited sentience on the stone for a number of minutes equal to your proficiency bonus. During this time, the rock communicates with you telepathically, and it can transmit any basic occurrences it has experienced, for example, pressure, temperature, wetness, or sounds, such as words spoken near it.

An arma hedge summons a friend

Josiah Cameron

Jerbeen, Rockburrow

Rockburrow jerbeens resemble chinchillas, pikas, degus, and other large and fluffy rodents. They are taller than their cousins, the fieldscurry jerbeens (originally called jerbeens in the ***Humblewood Campaign Setting***). Rockburrows share a similar love of community with their smaller cousins and have a reputation as the most hospitable folk in Wesden.

Enduring and Intrepid

Originating from the arid and sparsely vegetated slopes of the mountains of Stormcrag, rockburrow jerbeens are tough and sturdy folk. Families of rockburrows have spread across Wesden, though they tend to prefer mountain air, making their homes at high elevations in the Frostcaps and Horned Ridge to the north and the Oh'toh'oh Mountains in the Tanglewilds.

Rockburrows can carry objects in their cheek pouches, storing them for later or hiding them from prying eyes. Their soft, dense fur protects them from whatever comes their way.

Prudent Planners

Adapted to some of the toughest environments in Wesden, rockburrow jerbeen survive thanks to their careful preparation during times of plenty, allowing them to endure lean times. Traditional rockburrow settlements called warrens are cut into mountainsides and contain dozens of homes and storerooms where food gathered over the summer and fall is stored to be eaten during winter. Warren homes usually house three or four generations; some families have inhabited the same warren for hundreds of years. In cities and communities where rockburrows live alongside other folk, they often build homes that replicate their traditional mountain warrens with no windows and extensive basements.

When they are away from their homes, rockburrow jerbeens often carry large packs filled with every supply they might need for their journey—to be caught unprepared is a mortifying experience for a rockburrow.

Heartfelt Hospitality

Rockburrows are more independent than their fieldscurry cousins, but they share a similar attitude to hospitality. Many rockburrow jerbeens live by the traditional saying, "The stranger I share my breakfast with today is the friend who shares their dinner with me tomorrow." They share what they have with those in need with the understanding that next season they might be the ones requiring help.

Rockburrow Names

Rockburrow names are made up of three parts: a given name, a family name, and a burrow name. Warren names identify the community a rockburrow calls home. This can be a traditional rockburrow warren or a settlement of any kind. For example, a rockburrow from the city of Halara in the Tanglewilds might call themself Etsa Bluepaw of Halara.

When a rockburrow jerbeen joins a new community, they change their warren name to show their commitment to their new home. Rockburrow jerbeens without a place to call home often give themselves a moniker to replace their warren names, such as the Wanderer, the Lost, the Last Survivor, or the Seeker.

Example Rockburrow Names

Given Names: Almi, Cashan, Fifi, Inick, Jurau, Raju, Leeyo, Miski, Nina, Wayra

Family Names: Barrelkeeper, Dustdancer, Gatherbrush, Leafbluff, Longwhisker, Mistfur, Pebblepad, Screehopper, Sunsinger, Widetail

Warren Names: Cavernhearth, Flowering Peak, Frostguard, Greenspine Gate, Lonely Air, Many Rooms, Nightbolt, Shadowside, Six Doors, Yellowburrow

JERBEEN TRAITS

Rockburrow is a lineage option for the jerbeen species. The jerbeen published in the ***Humblewood Campaign Setting*** is the fieldscurry jerbeen. Rockburrows and fieldscurry jerbeen share the following traits:

Ability Score Increase. Increase one ability score by 2 and another ability score by 1. To play a typical rockburrow jerbeen, choose Constitution and Wisdom. Alternatively, increase three ability scores by 1.

Creature Type. You are a humanoid.

Age. Jerbeens grow quickly, reaching maturity around 5 years. They are the shortest-lived of all the Wesden species, living about 40 years.

Lauren Henderson

Speed. Your base walking speed is 30 feet.

Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Team Tactics. You can use the Help action as a bonus action.

Languages. You can speak, read, and write Birdfolk and Jerbeen.

Lineage Options. You can choose the rockburrow jerbeen lineage option found in this book or the fieldscurry jerbeen lineage option found in the ***Humblewood Campaign Setting***.

Rockburrow Jerbeen

The rockburrow lineage is inspired by chinchillas but is a good fit for characters resembling pikas, hamsters, guinea pigs, and chipmunks.

Size. Rockburrow jerbeens have heavier and denser bodies than fieldscurry jerbeens and are slightly taller on average, standing between 2-and-a-half and 3-and-a-half feet tall. Your size is Small.

Cheek Pouches. Your cheeks have elastic pouches that can stretch to fit objects weighing up to 2 pounds, no larger than 10 inches on a side. While stored in this way, objects are concealed and have total cover. You can stow or retrieve an object in your cheek pouches as a bonus action.

Fluff Up. As a bonus action, you gain advantage on a Charisma (Intimidation) check against a Medium or Large creature before the end of your next turn.

Thick Fur. You have resistance to nonmagical bludgeoning damage.

A rockburrow jerbeen seeks guidance from the elements

Tiffany Turrill

Mustel

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The independent and determined mustels are some of the least common folk in Wesden. They have a reputation for being stubborn; once a mustel has set their mind to a course of action, it is almost impossible to convince them to give up. All mustels have powerful jaws, no matter their size.

Wilderness Wanderers

Mustels typically prefer the close company of a few good friends over the bustle of large settlements. Many choose life in the wilderness, living off the land and forming a deep connection with nature. Their fur, which spans a wide range of shades, including greys, blacks, browns, and whites, allows them to blend in well in natural environments.

Though mustels have a reputation for being loners, they do value the bonds they form with family and friends. A popular mustel folk tale tells of a hero who returns home from a season in the wilderness to find his family slain by raiders, save for his infant niece. The hero takes the child with him as he hunts down the raiders one by one and claims his revenge.

Although a mustel may come and go from a community, they don't consider time or distance to weaken the bonds they share with their closest companions. To harm a mustel's friend is to invite disaster.

Oathmakers

Oaths are an important part of mustel culture. Once a mustel has sworn an oath to do something, they cannot break their promise without inviting unbearable shame upon themselves. True oaths are usually sworn to Ranzang the Connector, the patron Amaranthine of the mustels.

The importance mustels place on keeping promises can make them seem inflexible to others. Some folk find mustels' dedication to keeping their oaths, even when it seems impossible, to be baffling. Mustel tradition holds that traitors and oathbreakers can be identified by their smell, and confirmed oathbreakers are shunned by mustels until they do something acceptable to redeem themselves.

Roaming Rarities

Many folks can go their whole lives without ever meeting a mustel as they are relatively rare. This has led to many tales, half-truths, and lies being spread about mustels. Some of these untruths include the rumors that the burly brightfang mustels skin their enemies and that the nimble longdance mustels can enchant others with their dancing. Mustels can attract curiosity from other folk who are eager to get to know them and hostility from those who fear the unfamiliar. Depending on the mustel's personality, they might revel in this attention or recoil from it.

Mustel Names

Most mustel names have a positive meaning in the Mustelese language or are drawn from plants. They aren't divided by gender. Longdance mustels tend to use longer names than brightfangs do.

Traditionally, mustels don't have family names. Instead, they gain an epithet from how their acquaintances describe them. These nicknames might come from a major event in a mustel's life, a personality trait, or a physical feature. Epithets are not always flattering, but most mustels still use them in place of a family name when needed. It is exceptionally rare for a mustel to go their entire life without gaining at least one epithet.

Example Mustel Names

Names: Artak, Birch, Braw, Coorie, Dewberry, Fennel, Fir, Gen, Grawl, Haff, Honeysuckle, Jemmer, Maple, Prowsen, Rose, Sususra, Thistle, Thrang, Twill, Verang

Epithets: the Bloody, the Brave, the Builder, the Dreamless, the Fool, the Birdfriend, the High Tail, the Stoneheart, the Talker, the Unreliable, the Unseen, the Wildpaw

MUSTEL TRAITS

The mustel species is inspired by the family of mustelids. They are a good fit for characters resembling wolverines, badgers, stoats, ferrets, and weasels, as well as any ground-dwelling predator species like mongooses or skunks.

Ability Score Increases. Increase one ability score by 2 and another ability score by 1. To play a typical brightfang mustel, choose Strength and Charisma. To play a typical longdance mustel, choose Dexterity and Charisma. Alternatively, increase three ability scores by 1.

Creature Type. You are a humanoid.

Age. Mustels age at an average pace and are considered adults at the age of 20. They are relatively long-lived, with many reaching ages of around 85.

Bite. You have sharp fangs that enable you to make bite attacks. You can choose to bite as an unarmed strike that deals 1d6 piercing damage, which can be calculated using either your Strength or Dexterity modifier for both the attack roll and damage bonus.

Relentless. When you take damage from being hit by an attack or from failing a saving throw, you can reduce the damage you take by half (no action required). You can't use this trait again until you finish a long rest.

Languages. You can speak, read, and write Birdfolk and Mustelese.

Lineage Options. You can choose the brightfang mustel or longdance mustel lineage option.

Brightfang

Brightfang mustel resemble wolverines, badgers, grissons, and other burly mustelids. Their imposing physique and resilience allow them to explore rugged landscapes such as the Crystal Expanse and the Frostcaps. They are the most solitary of the mustels and have a reputation for being able to tackle any challenge nature throws at them.

Size. Brightfangs are the tallest and heaviest of the mustels, typically standing over 6-and-a-half feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Bigger Bite. Your bite attack is crushingly strong and deals 1d8 piercing damage instead of 1d6. When you reach 9th level, this increases to 1d10.

Scenting. You have a powerful nose. As a bonus action, you can attempt to sniff out invisible or hidden creatures. If a creature's scent is perceptible, you can detect it with a successful DC 10 Wisdom (Perception) check. If a creature is deliberately hiding its scent, you must succeed on a contested Wisdom (Perception) check against its Dexterity (Stealth). On a success, you learn the location of the invisible or hidden creature as if it were not invisible or hidden from you. You can maintain this effect for 1 minute or until you lose your concentration (as if you were concentrating on a spell).

Strong Claws. You gain proficiency in the Athletics skill and have advantage on skill checks made to climb or dig.

A brightfang mustel hunts in the Crystal Expanse

Longdance

The longdance mustel lineage is inspired by weasels and their winter form, the ermine. It also draws on the traits of other slender mustelids such as martens, polecats, ferrets, and stoats. While all mustels are a rare sight in Wesden, the longdances are the most mysterious. Rumors say that they have the power to hypnotize other folk with their dancing. This is untrue, but some longdances use the stories about them to their advantage, while others resent being seen as magical.

Size. Longdance mustels have long, slender bodies and vary in height from 2 feet to over 6 feet tall. Your size is Medium or Small.

Speed. Your base walking speed is 35 feet.

Fleet Feet. You have proficiency in the Performance skill. As a bonus action, you can make a Charisma (Performance) check against a creature within 5 feet of you to perform a bewildering dance, contested by the target's Wisdom (Insight) check. If you succeed, the target has disadvantage on the next attack roll or ability check it makes against you before the end of your next turn. You can't use this trait again until you have completed a short or long rest.

Shifting Camouflage. Your fur gradually changes color to better hide you in your environment. You have advantage on Stealth checks made to hide or move undetected through natural terrain as long as you have been in that terrain for at least 10 days.

Slippery Dancer. You have advantage on Dexterity saving throws against magic.

Christina Kraus

Seeta

Seetas are a diverse group of parrot- and toucan-like birdfolk with colorful plumage and prominent beaks. Preferring warm weather, many seetas make their home in treetop communities throughout the Tanglewilds.

Lifelong Learners

Seetas enjoy a longer childhood than most birdfolk and are not considered adults until they reach their third decade. This extended adolescence is usually spent studying various disciplines, and seeta parents watch over their chicks' early education with great enthusiasm. Though books are part of a seeta's education, talons-on experience is considered far more valuable. Once young seetas have fledged, they often embark on journeys far from home to learn from different folks and communities. In adulthood, this passion for learning does not dim. An interest in novelty and a flexible way of thinking is as much a part of an elderly seeta's life as one who has just hatched.

Beaks and Brains

Seeta have strong beaks capable of doing significant harm. For this reason, seetas can often find work as hired muscle, even if they aren't trained for combat. Their dramatic plumage and large beaks are intimidating enough that they rarely have to resort to violence. Indeed, many seetas tend to be gentle and thoughtful, preferring to cultivate their intellect rather than their fighting skills. Those seetas who do choose to take up arms are often drawn to the study of tactics.

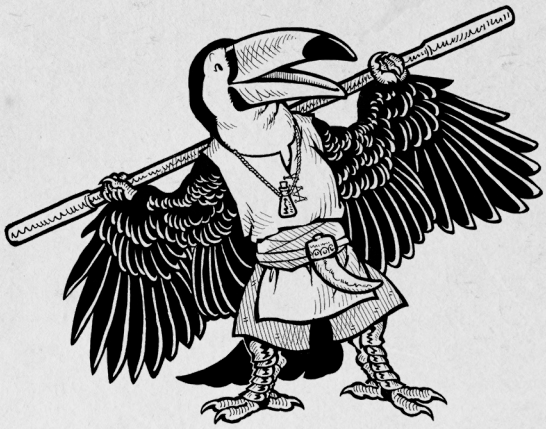
Typically, seetas have an easy time making friends with folks who others perceive as odd or eccentric. They are gregarious but can become easily bored. This, combined with a knack for using tools in unconventional ways, means that if a seeta is not sufficiently entertained, they will make their own fun, especially if that fun involves taking something apart.

Expert Imitators

Another talent possessed by seetas is their uncanny knack for remembering sounds, coupled with an uncanny ability to mimic them. Seetas are impressed by those who have accumulated a mental library of many sounds, and such individuals are praised in seeta culture for their worldliness. While some seetas employ their talent for subterfuge and trickery, others use it for noble ends, such as carrying short but important messages. Using their keen ear for sounds, many seetas become expert linguists and translators.

Seeta Names

Traditional seeta names grow with an individual as they age. A seeta chick is given a single syllable nestname by their caretakers. Throughout their life, seetas add to this name whenever they feel inspired. Some seeta names exceed several dozen syllables in their old age, and a long name is a sign of a life well lived. Thanks to seeta's natural ability to mimic, they



may add interesting, impactful, or sentimental sounds to their name as well, such as the dripping of water, the clash of swords, or a snatch of a song. Seeta names are not gendered, and they often draw on multiple languages for elements of their name. A seeta's family name is formed from a combination of their parents' nestnames. Most seeta use a small part of their full name or a nickname for everyday use and only use their full name in legal matters, ceremonies, or other special occasions.

Example Seeta Names

Nestnames: Ai, Bee, Bell, Ben, Cha, El, Eve, Gru, Ha, Kin, Ko, Lea, Moo, Nite, Nyo, One, Peak, Ree, Tha

Full Names (Nicknames): Day[chorus of a lullaby] LeafKoUth'heeres[sound of rustling leaves] (DayLeaf), ElOhThaket[sound of purring]TreeWatcherApfeeth (Striker), GruFree[sound of a hammer]StarwaysJerbon (Jerbon), HaHaNaHaHabaHaHaMaha (Hahana), KeeNi (Keen), NyoRedRiver[sound of running water]RippleMuu (River), SkyAltiBrotherNanSan (Skyal)

Family Names: BlueEl, EnMi, GyoVa, MooTha, MossLit, NiteOn, NyoCha, ReeWish, TsuTweh

SEETA TRAITS

The seeta species is inspired by parrots, cockatiels, toucans, and other tropical birds. They also are a good fit for a character resembling any brightly colored bird or those that can mimic sounds, such as mockingbirds, myna birds, and starlings.

Ability Score Increase. Increase one ability score by 2 and another ability score by 1. To play a typical seeta, choose Intelligence and Strength. Alternatively, increase three ability scores by 1.

Creature Type. You are a humanoid.

Age. Seeta fledge into their adult plumage around the age of 15, but they are not considered adults until the age of 30. They are among the longest-living folk in Everden, and it's not uncommon for a seeta to reach the age of 150.

Size. Seetas have a wide variety of builds and have heights ranging from 3 to 6 feet tall. Your size is Medium or Small.

Speed. Your base walking speed is 30 feet.

Glide. Using your feathered arms, you can slow your fall and glide short distances. When falling, you can use your reaction to spread your arms, stiffen your wing feathers, and slow your descent. While doing so, you continue to fall gently at a speed of 60 feet per round, taking no fall damage when you land. If you would fall at least 10 feet in this way, you may fly up to your movement speed in any direction you choose, except upward, and land in the space you finish your movement. You cannot glide while carrying heavy weapons or wielding a shield (though you may drop any held items as part of your reaction to spread your arms). You cannot glide while wearing heavy armor or if you are encumbered.

Wing Flap. As a bonus action, you can use your powerful feathered arms to propel yourself upward a distance equal to half your speed. You can use it in conjunction with a regular jump, but not while gliding.

Strong Beak. Your large, curved beak is a natural weapon that you can use to make unarmed strikes. On a hit, you deal piercing damage equal to 1d6 + your Strength modifier instead of the bludgeoning damage normal for an unarmed strike.

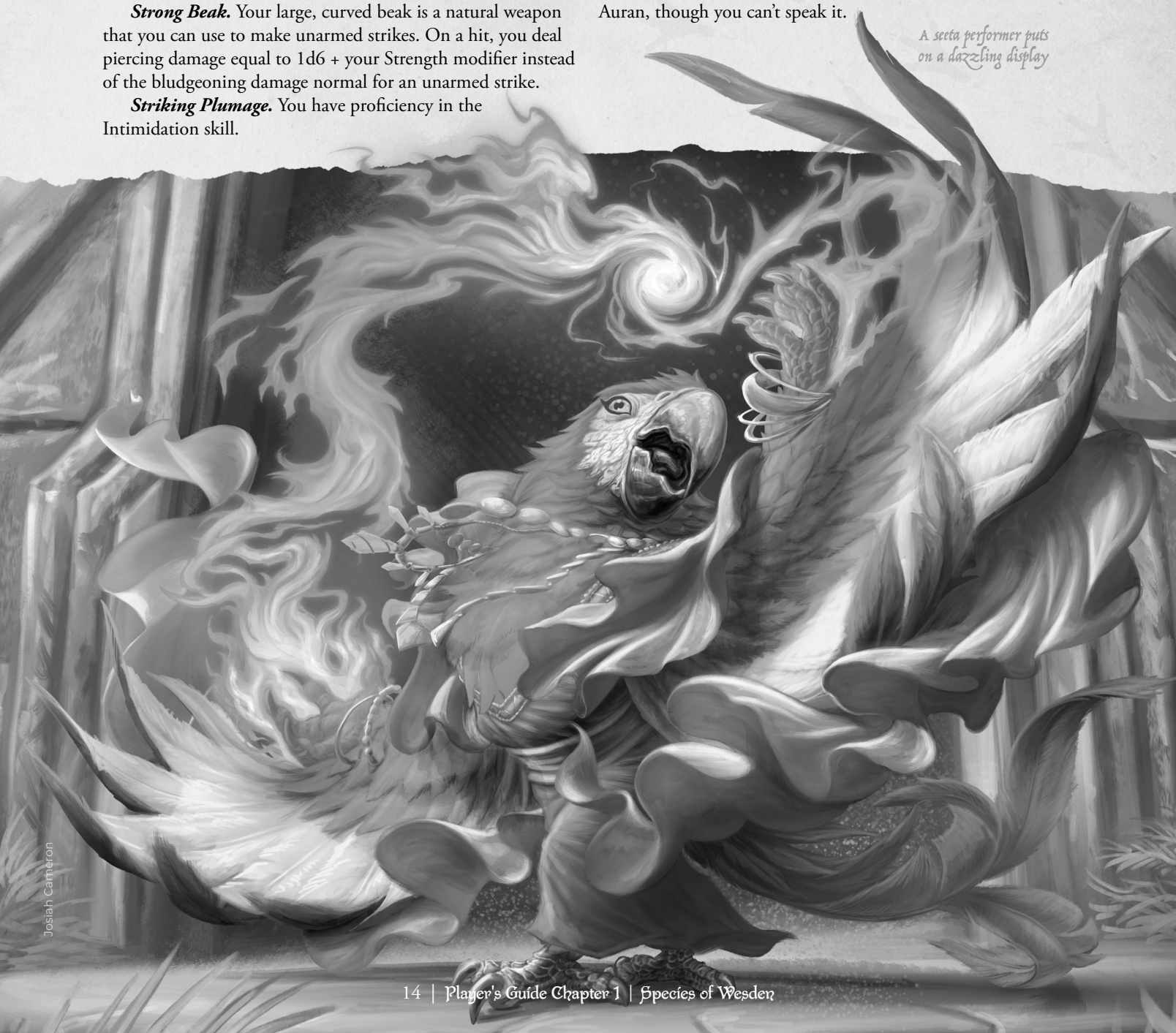
Striking Plumage. You have proficiency in the Intimidation skill.

The Knack. You can turn your talons to many crafts. You have proficiency with two sets of artisan's tools of your choice. You can also use these tools in unconventional ways. You can use artisan's tools that you are proficient with to attempt a check that would usually require a different set of tools. When using tools in this way, you add half your proficiency bonus, rounded down, to the check.

Mimicry. You have the innate ability to convincingly replicate any sound you've heard, such as a voice saying something you've heard it say, a spell being cast, or the sound of a weapon striking stone. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check.
The DC for this check equals 8 + your proficiency bonus + your Intelligence modifier (minimum of 1).

Languages. You can speak, read, and write Birdfolk and two other languages of your choice. You can also understand Auran, though you can't speak it.

A seeta performer puts on a dazzling display



Josiah Cameron

Sylph

The sylph are the smallest of all the birdfolk in Everden. They have the speed, liveliness, and energy of hummingbirds. It is unwise to underestimate the short-statured sylphs as they are capable of great feats of endurance and bravery.

Many Forms

Though sylphs share their speed and size, otherwise they are remarkably diverse. Sylphs' plumage can be any color imaginable. Many have iridescent feathers that shine two or more colors from different angles. Some have long trailing tails, while others have short ones. They tend to have slender beaks, but these can vary in length considerably.

On the Move

Traditionally, sylphs don't make their home in one place. Instead, they migrate between two locations, following the seasonal changes in Everden. A sylph might have one home in the city of Halara in the Tanglewilds, and another one far to the north in the Rimewood of Firnveldt. After childhood, sylphs make these continent-spanning journeys alone or with loose groups of friends, including non-sylph travelers. Although they are wanderers, sylphs tend to be proud of both of their homes and form strong bonds in both communities.

Sometimes, older sylphs will suspend their continental travels to spend multiple seasons in one location. However, even these sylphs will find themselves overtaken by wanderlust after staying still for too long. Many sylph adventurers take up the questing life simply for the joy of travel and seeing new places.

Sudden Stillness

"The only time you'll catch me staying still is when I'm hovering," is an old sylph boast. Unlike their birdfolk cousins who can glide, sylphs can hold themselves in place in the air by rapidly beating their feathered arms. This expends a great deal of energy. Therefore, sylphs tend to have exceptionally large appetites despite their diminutive size. Many traditional sylph delicacies are remarkably sweet.

A well-fed sylph also has a remarkable ability to overcome injuries. While sylphs on the move can be a blur, when they eventually do rest, these tiny folk do so with such intensity that others may think they've died.

Full Hearts

The energetic and boisterous nature of sylphs might at first seem to contrast their silent patron Amaranthine, Ostelo the Sacrifice. However, sylphs who follow Ostelo see their liveliness as a way of honoring her. Because Ostelo died sacrificing herself to save her nestmates and can no longer experience all of life's joys, sylphs try to make the most of their lives on her behalf. The wanderlust they experience is said to be Ostelo encouraging them to listen to their own hearts. Many sylphs also instinctively leap into the fray to help others, no matter the danger to themselves, following Ostelo's example.

Sylph Names

When naming their chicks, sylph parents often pick names that give a feeling of action, motion, or speed. Traditional family names are either drawn from notable characteristics of an ancestor or a pair of locations the family once migrated between.

Example Sylph Names

First Names: Chase, Clipper, Fleet, Quest, Ram, Sojourn, Snapper, Sway, Swift, Tilt, Trecker, Zip

Family Names: Alderheart-Rivergate, Clearwing, Cleave-Underwell, Hoppoff, Nectarneck, Petalscuff, Quickpeck, Rimebaar-Axxin, Tailtrailer, Tarnmire-Cavernhearth

SYLPH TRAITS

The sylph species is inspired by hummingbirds. They also are a good fit for characters based on other small birds, such as finches, flowerpeckers, and swifts.

Ability Score Increase. Increase one ability score by 2 and another ability score by 1. To play a typical sylph, choose Dexterity and Constitution. Alternatively, increase three ability scores by 1.

Creature Type. You are a humanoid.

Age. Sylphs have an average lifespan of between 60 and 70 years. They are considered adults at the age of 18.

Size. Most sylphs are under 2-and-a-half feet tall. Your size is Small.

Speed. Your base walking speed is 35 feet.

Determined. You have advantage on saving throws against being frightened and against effects that would give you exhaustion.

Lauren Henderson

Healing Stillness. When you take a short rest, you can choose to enter a deep slumber that lasts at least 1 hour to preserve your energy. During this slumber, you are unconscious. If you spend any Hit Dice while resting in this way, roll each Hit Die twice and use the higher roll. If you wake early from your slumber, you do not gain this benefit, but you can still spend Hit Dice as normal and gain the normal benefits of a short rest if you complete it.

Hover. By beating your feathered forearms rapidly, you can hold yourself steady in the air for a brief period. When falling or jumping, you can use your reaction to halt your descent and hover in place. On subsequent turns, you must use a bonus action to continue hovering. When you stop hovering, you glide straight down at a rate of 30 feet per round, and you don't take any damage from the fall or land prone. You cannot glide while carrying heavy weapons or wielding a shield (though you may drop any held items as part of your reaction to spread your arms). You cannot hover while wearing heavy armor, while encumbered, or incapacitated.

Quick Reflexes. You can take an extra reaction. You can't use this trait again until you finish a short or long rest.

Moving Target. When you take the Dash action, the next attack made against you before the start of your next turn is made with disadvantage as long as you are not incapacitated.

Wing Flap. As a bonus action, you can use your feathered arms to propel yourself upward a distance equal to half your movement speed. You can use it in conjunction with a regular jump, and can use your hover trait following a wing flap.

Languages. You can speak, read, and write Birdfolk and one other language of your choice. You can also understand Auran, though you can't speak it.

A sylph barbarian swings into the fray

Tiffany Turrill

Tilia

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Tilias are reptilian folk known for their curiosity, openness, and joviality. Creativity and open-mindedness are cornerstones of tilia society, and those seen as sophisticated are held in great regard. The most respect, however, is afforded to those who can advance their agendas subtly through wit and charm.

Rhetoric and Revelry

Tilia culture celebrates an array of festivities believed to be necessary to keep the world turning. These revels generally center on important natural events, such as the solstices or the changing of seasons, and are overseen by the Amaranthine Gebbo, the tilias' patron. The most superstitious tilias believe that refusing to participate in merrymaking angers Gebbo, who will bring misfortune to any spoilsports.

Tilias raised in this culture of revelry are taught to see life as a performance, an art form only perfected through a lifetime of different roles. For such tilias, true wisdom can only be gained through a plethora of experiences. Therefore, many tilia embark on journeys to learn more about the world, logging their travels both for entertainment and enlightenment.

Curiosity and Creativity

Tilias enjoy seeking out the new and unfamiliar, devoted to broadening their perspectives and deepening their understanding of the world. By absorbing the different ways people draw meaning from the world, tilias can create a more vibrant picture of the world for one another. As a result, tilia culture is a vibrant patchwork of experiences, focused on learning, sharing, and self-expression.

Playing Politics

Though tilias tend towards friendliness and cooperation, their interactions drip with intrigue. Those in positions of power must play a careful balancing act, subtly strengthening allies and weakening rivals without appearing rude or dull. For tilias, politics is a game that can be won or lost; some play fair, but others are more than willing to cheat.

Experimental Temperaments

Tilias are renowned for their tradition of alchemy. Combining the knowledge of several different schools with the local flora of the Tanglewilds, they have made great strides in potion-craft, especially in the development of healing salves. The alchemy they perfected by working with the jungle's flora have been expanded on by tilias in other lands and biomes.

Alchemists are highly respected within tilia culture, and the more experimental their brews, the higher their esteem. Discovering an exciting new reagent or developing an innovative recipe is a perfect reason to celebrate.

Scaled Tales

As the only common scaled folk on a continent filled with furred and feathered folk, tilias have many idiosyncrasies that can confuse others. Other folk sometimes struggle to understand their motivations, as tilias often seem to act against their own best interests. For example, though tilias have a strong natural dislike for the cold, this does not stop them from exploring frosty locations such as the Crystal Expanse. Due to this, tilias have a reputation as peculiar and eccentric folk. They are often underestimated by others who don't realize the depths of their plans and the hidden motives behind their strange behavior.

Tilia Names

Tilias favor poetic names that twist the tongue. First and last names often contain similar sounds. However, some tilia children are given names that aren't alliterative but instead produce a unique or unexpected sound when said together.

Example Tilia Names

Male Names: Alamandra, Cleondro, Drack, Fungee, Lollor, Mereeo, Olleero, Reeo, Spleck, Sleeklee, Tollondro

Female Names: Aellea, Dollopenta, Eellee, Fleeo, Lorrol, Marapendra, Nanallo, Reesdra, Serapenta, Ullamua

Neutral Names: Clee, Clandra, Dorri, Liai, Nolaroa, Rorri, Smanni, Sollosee

Family names: Angllamora, Callaguana, Dollorendo, Marandro, Nutrandro, Repdralla, Smandra, Skincomora, Todoranthia

TILIA TRAITS

The tilia species is inspired by geckos and other reptiles. They are a good fit for characters resembling small lizards of all kinds. Tilias often have bright-colored or patterned scales that blend in with the leaves and trees of the forest. They tend to prefer balmy climates with lots of lush greenery. Many tilias are found throughout the jungles of the Tanglewilds and the windswept Gasparian Isles far to the east of Wesden.

Ability Score Increase. Increase one ability score by 2 and another ability score by 1. To play a typical tilia, choose Dexterity and Charisma. Alternatively, increase three ability scores by 1.

Creature Type. You are a humanoid.

Age. Tilia are considered adults by the time they are 15 and have an average life span between 50 and 60 years.

Size. Tilias range from smaller builds that are just under 3 feet tall to around 5 feet tall and have long bodies that tend to be lighter than they look. Your size is Medium or Small.
Speed. Your base walking speed is 30 feet. You have a climbing speed of 30 feet.

Darkvision. Your eyes need very little light to see. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Forest Cunning. You have advantage on Dexterity (Stealth) checks made to hide in forests and jungles.

Sticky Grip. Your hands and feet have special pads that allow you to climb in extraordinary ways. You can climb upside down or on difficult surfaces without making ability checks.

Sticky Tongue. Your long, sticky tongue can be used to grab distant objects. As a bonus action, you can grab an object with your tongue weighing 20 pounds or less that you can see within 15 feet of you. Your tongue adheres to the object and pulls it toward you in a straight line. You can catch the object with a free hand; otherwise, it lands at your feet. If the object is being held or carried by a creature, the creature can make an opposed Strength (Athletics) check against you to keep hold on the object.

Alternatively, you can use your action to project your tongue at a surface within 20 feet, pulling you directly toward it. This movement provokes opportunity attacks as normal.

Purifying Skin. Your scales secrete an oil that protects you from infection. You have advantage on saving throws made to resist disease.

Shedding Skin. When you take acid or poison damage, you can use your reaction to shed your skin, revealing fresh scales underneath and reducing the damage you take by half. You can also use this ability as a reaction to end any ongoing damage effect caused by sticky material, such as alchemist's fire or a monster's corrosive spit. You can't use this trait again until you complete a long rest.

Scaly Subtlety. You have proficiency in either the Deception or Persuasion skill (your choice). Non-tilia humanoids have disadvantage on Insight checks made against you.

Languages. You can speak, read, and write Birdfolk and Tilian.

A tilian botanist makes a startling discovery

Josiah Cameron

New Subclasses

This section presents three new subclass options: the deep-roots sorcerers that draw upon the inherent power of Everden, the Oath of Mysteries paladins who seek to expose what is hidden, and the bold wrangler monks that are maestros with a whip.

DEEP-ROOTS SORCERER

The world of Everden hums with natural magic. Some folk possess the innate ability to absorb, store, and redirect this energy within themselves. Deep-roots sorcerers may have been born with this skill or showed an aptitude for it from an early age. Others have become attuned to the resonance of the world through years of patient and intentional contemplation. These sorcerers are often marked by their connection to the landscape, taking on physical features that mirror the terrain around them. As living batteries, they can absorb massive amounts of arcane power not only from nature but also from other magic users..

Sorcerous Mark

As you absorb energy from your surroundings, you become physically and emotionally changed. Natural magic leaves its mark on your body, a sign of your close connection to the environment. Choose a sorcerous mark from the **Deep-Roots Sorcerous Marks** table or roll to determine it randomly. You can also choose to create your own sorcerous mark inspired by these suggestions.

A Strig Deep-Roots Sorcerer Taps into Nature's Magic

Tiffany Turrill

Deep-Roots Sorcerous Marks

d6	Mark
1	One of your features, such as your horns, spines, or talons, is composed of local stone.
2	Your eyes always reflect the place where you were born rather than where you are now.
3	Regional plants sprout from your head.
4	When you move from one terrain to another, your personality shifts.
5	When injured, you bleed sap rather than blood.
6	Small animals tend to be relaxed around you and may nest in your fur, feathers, or clothes.

Grounded Magic

Starting at 1st level, you learn new deep-roots sorcerer spells when you reach the sorcerer levels listed on the Deep-Roots Spells table. **Deep-roots spells** count as sorcerer spells, but don't count against the number of sorcerer spells you know.

Deep-Roots Spells

Sorcerer Level	Spells
1st	*create or destroy water, entangle*
3rd	*barkskin, shatter*
5th	*revivify, vampiric touch*
7th	*control water, stone shape*
9th	*commune with nature, hallow*

Natural Battery

Starting from 1st level, you store arcane energy within your body. Your Natural Battery dice pool represents how much arcane energy you currently have stored. When you are hit by an attack that deals magical damage, or cold, fire, force, lightning, or radiant damage, you can use your reaction to halve the damage you take and add 1d6 to your Natural Battery dice pool. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

When you damage a creature with a spell, you can spend any number of d6s from your Natural Battery dice pool to add a bonus to the spell's damage. You choose the type of bonus damage: cold, fire, force, or lightning damage. You lose any remaining dice in your Natural Battery dice pool when you finish a long rest.

When you reach 9th level in this class, your Natural Battery dice increase to d8s, and when you reach 17th level, they increase to d10s.

In Tune with the Land

At 1st level, you know the druidcraft cantrip and can understand and speak Terran, the elemental language of earth.

Land's Harmony

At 6th level, your connection with the land deepens and further alters you. Depending on the terrain in which you most recently finished a long rest, you gain one benefit from the **Land's Harmony Effects** table. The effect lasts until you complete your next long rest.

Land's Harmony Effects

Terrain	Benefit
Arctic	You gain resistance to cold damage.
Coast	You can cast the *water breathing* spell once per day without expending a spell slot.
Desert	You gain resistance to fire damage.
Forest	You can cast the *speak with plants* spell once per day without expending a spell slot.
Grassland	Your walking speed increases by 5 feet, and you can use the Disengage action as a bonus action.
Mountain	You can cast the *call lightning* spell once per day without expending a spell slot.
Swamp	You ignore nonmagical difficult terrain.
Underground	You gain darkvision out to 60 feet. If you already have darkvision, its range extends by 30 feet.

Taking Root

Starting at 14th level, your connection with nature further energizes you. When you take a short rest, you can add one die to your Natural Battery dice pool. You can use this feature a number of times equal to your Charisma modifier, and you regain all expended uses when you finish a long rest.

Energy Transformation

At 18th level, your control over the power that gathers within you becomes more disciplined. As a bonus action, you can convert any number of dice in your Natural Battery dice pool into sorcery points and vice versa.

OATH OF MYSTERIES PALADIN

The Oath of Mysteries commands paladins to seek out harmful secrets and carefully shepherd the disclosure of dangerous truths. Lost histories and new frontiers call to these paladins who seek to understand the unsolved enigmas of the world. They relentlessly carry out investigations by studying clues, conspiracies, and conundrums from multiple angles. Though they may present themselves as gentle scholars, these paladins are capable warriors due to their keen ability to use magic and spot an opponent's weaknesses.

Tenets Of Mysteries

All paladins of the Oath of Mysteries share some variation of the first two tenets of mysteries: seek truth and knowledge is power. However, the latter two tenets of mysteries, wield wisdom wisely and spread understanding, are on opposing sides of an ideological split. Some paladins consider themselves wise arbiters, hiding away knowledge they consider too dangerous for the world. Others feel their discoveries belong to everyone and spread information far and wide.

Seek Truth. Cut away the deceptions that cloud your mind with the sharp blade of truth.

Knowledge is Power. To ensure victory, learn more of your enemy than they learn of you.

Wield Wisdom Wisely. For the safety of all, there must be a time to speak honestly and a time to withhold.

Spread Understanding. Secrets are poison to true harmony. Share what you have learned.

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Mystery of Concealment. As an action, you can hide yourself and others from magical detection. Choose a number of creatures up to your proficiency bonus within 20 feet of you. For the next hour, you and these creatures can't be affected by any divination magic or perceived through magical scrying sensors. If you or any of these creatures would be targeted in this manner, you become aware of the divination spell and as a reaction, you can choose to disrupt it with an illusion.

Additionally, all targets gain a bonus to Stealth checks equal to your Charisma modifier (minimum of +1) while they are within 20 feet of you.

Mystery of Revelation. As a bonus action, you examine a creature within 30 feet of you that you can see. You become aware of any damage resistances or vulnerabilities the target has, and for 1 minute, whenever you hit the target with an attack, you deal an additional 1d8 damage of a type of your choosing.

Oath Spells

You gain the following oath spells at the paladin levels listed. Once you gain access to an oath spell, you always have it prepared. Oath spells don't count against the number of spells you can prepare each day, and they count as paladin spells for you.

Oath of Mysteries Spells

Paladin Level	Spells
3rd	*detect magic, identify*
5th	*knock, pass without trace*
9th	*clairvoyance, glyph of warding*
13th	*confusion, secret chest*
17th	*legend lore, mislead*

Investigator Training

At 3rd level, you gain proficiency in the History and Investigation skills. Whenever you make an ability check using the History or Investigation skill, you gain a bonus to the check equal to your Charisma modifier (minimum of +1).

Aura of Inquiry

Starting at 7th level, you emit an observant aura while you aren't incapacitated. You and friendly creatures within 10 feet of you can make Wisdom (Perception) checks as a bonus action and add a bonus to Perception and Insight checks equal to your proficiency bonus.

When you reach 18th level in this class, the range of this aura increases to 30 feet.

Chastise the Dishonest

At 15th level, you develop the ability to spot deception and punish liars. As an action, you can extend an aura of truth around yourself in a 20-foot radius that lasts for 10 minutes. When a creature in the affected area tells a deliberate lie, you know it is lying and can choose to use your reaction to force the creature to make a Charisma saving throw. A creature takes radiant damage equal to 2d10 + your Charisma modifier on a failed save, or half as much damage on a successful save.

Achieve Illumination

At 20th level, the mysteries of the world unfold before you. As an action, you can magically become infused with unyielding truth, gaining the following benefits for 1 minute:

- You have truesight out to a range of 120 feet.
- You can understand all spoken, signed, and written languages.
- On your turn, you can use a bonus action to cause a creature within 60 feet of you that you can see to become vulnerable to a damage type of your choice until the end of your next turn.

You can't use this feature again until you finish a long rest.

A vulpin oath of mysteries paladin investigates an ancient eluran ruin.

Christina Kraus

WAY OF THE WRANGLER MONK

Across the sweeping grasslands of Firnveldt and beyond, the monks who follow the Way of the Wrangler guide herds of animals safely across the wilds. A wrangler is never found without their trusty whip, which they use to maneuver all manner of creatures around the battlefield.

Wranglers are often seen as reckless daredevils, and many lean into this reputation, earning a living doing perilous stunts at fairs and festivals. Some wranglers prefer to lead a quieter life, helping people better understand and commune with the beasts of Everden.

Wrangler Training Tradition

When you choose this tradition at 3rd level, you gain proficiency in the Animal Handling skill if you don't already have it. Your hand-to-hand combat skills mix with the talents of a herder. When you make a Wisdom (Animal Handling) skill check, you add your Dexterity modifier to the check in addition to your Wisdom modifier and proficiency bonus. You also gain proficiency with the whip, and it is considered a monk weapon for you.

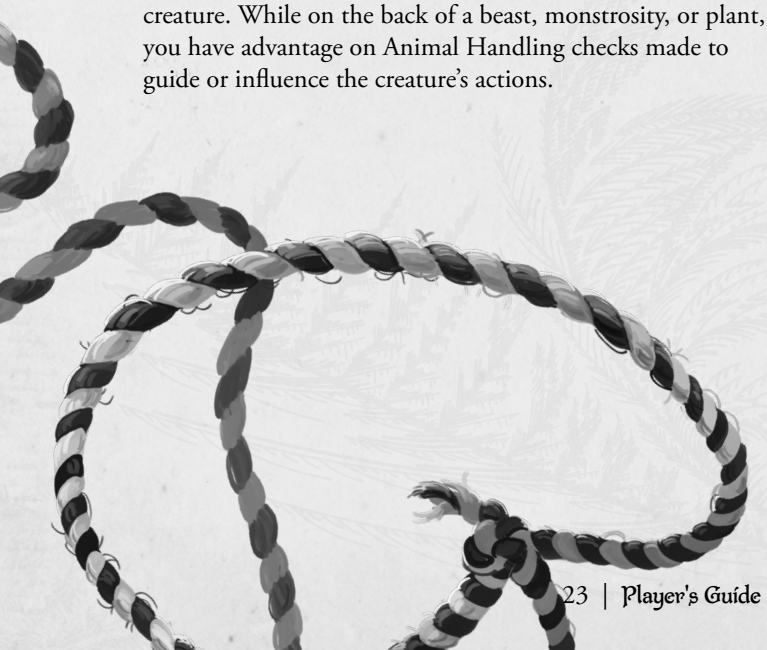
Additionally, by spending 10 minutes communing with a beast that is friendly to you, you can regain ki points equal to your Wisdom modifier. You must finish a long rest before you can use this feature again.

Monster Rider

At 3rd level, you gain the ability to hop across the battlefield on the backs of larger creatures, as well as maneuver creatures using your whip.

Lasso. When you make a successful attack roll with your whip against a creature that is Medium or Large, you can forgo doing damage to grapple the creature instead. The DC to escape this grapple = 8 + your proficiency bonus + your Dexterity modifier. You can end the grapple as a free action. The grapple also ends if you are disarmed or otherwise drop the whip.

Mount. When you have a nonhumanoid creature that is larger than you grappled by your whip, you can use a bonus action to spend 1 ki point and immediately pull yourself up onto its back or shoulders. This ends the grapple on the creature. While on the back of a beast, monstrosity, or plant, you have advantage on Animal Handling checks made to guide or influence the creature's actions.



Monster Guider

When you reach 6th level in this class, your skill with your whip becomes more refined. You can wield a whip with a reach 5 feet greater than normal, allowing you to wield whips with a reach of 15 feet. You can also use your whip to lasso creatures that are Small, Medium, Large, or Huge.
Your ability to wield whips with greater reach increases again when you reach higher levels in this class, increasing to 20 feet at 10th level, 25 feet at 14th level, and 30 feet at 17th level.

Additionally, when you successfully grapple a creature with your whip, you can spend 1 ki point to move that creature a number of feet up to the reach of your whip in any direction, temporarily ignoring the effects of the grapple. Furthermore, you gain the ability to channel your ki into your interactions with beasts. As an action, you can spend 1 ki point to cast the *speak with animals* spell without components and without expending a spell slot.

Leader of the Herd

At 11th level, you give off an aura that endears you to animals, and they will come to your aid. As an action you can spend 2 ki points to target a beast within 30 feet who is able to hear you. The target is charmed by you for 10 minutes and can understand rudimentary commands. You can have a number of creatures charmed simultaneously equal to your Wisdom modifier. If you or an ally harm a creature charmed by this feature, the charm condition ends immediately.

Additionally, as an action, you can spend 6 ki points to cast the *spectral stampede** spell without components and without expending a spell slot. Your spellcasting ability for this spell is Wisdom.

Freedom of the Plains

When you reach 17th level in this class, almost nothing can slow you down. You can't be restrained, and you ignore difficult terrain.

Lasso Master

At 17th level, your skill with your whip is unparalleled. You can use your whip to lasso creatures of any size. Each time you first grapple a Gargantuan creature with your whip, you must succeed on a contested skill check using your Wisdom (Animal Handling) against the target's Strength (Athletics) to be able to use your Monster Rider and Monster Guider features on it. If the target succeeds on the contested check, your grapple ends.

Additionally, when a creature within reach of your whip hits you with an attack, you can use your reaction and spend 3 ki points to make a whip attack against them. On a hit, you can choose to have your attack deal no damage to grapple the creature with your whip and reduce the damage you take from the creature's attack to 0. You must declare this reaction before damage for the attack is rolled.

A longdance mustel wrangler monk lassos a tythran.

Emory Kjelsberg

New Class: Gadgeteer

The gadgeteers of Everden are inventors, crafters, and engineers who harness myriad power sources to create unusual and powerful technologies. It is said that gadgeteers are beloved by Gesme, the Amaranthine of innovation. Some believe that recent technological leaps mean that Gesme has turned her sharp eye upon the world more closely once again.

Some gadgeteers tap into the elemental energies of the Great Rhythm, many tinker with the mechanical energy of coils and springs, and others manipulate the living energy within plants. The gadgets created by gadgeteers vary greatly in appearance and function. One gadgeteer might create a cloak of living brambles that protects them from harm and allows them to fly. Another might build a powerful staff equipped with a grappling hook at one end and a flamethrower at the other. A third might create a small companion from shining crystals that can emit a cloud of fog. Each gadget has a unique appearance based on the creative vision of its maker.

As a gadgeteer, you might seek lost knowledge of the ancient Fizzars or lend your expertise to the new flowering of technology that has emerged in recent years. You may be part of an inventors' guild or choose to work on your projects alone. Adventurous gadgeteers can be found in all corners of Everden, building their peculiar contraptions and studying the world around them for inspiration.

Gadgeteer Table

Level	Proficiency Bonus	Features	Active Gadgets	Total Scrap	Maximum Component Tier
1st	+2	Gadgeteering, Frames, Components	2	3	1
2nd	+2	Always Prepared	2	4	1
3rd	+2	Gadgeteer Path	2	5	1
4th	+2	Ability Score Improvement	2	6	1
5th	+3	Signature Frame, Hot Swap	3	7	1
6th	+3	Gadgeteer Path Feature, Tools and Talent	3	8	1
7th	+3	Component Tier Upgrade, See How It Ticks	3	9	2
8th	+3	Ability Score Improvement	3	10	2
9th	+4	Gadgeteer Path Feature	4	11	2
10th	+4	Sufficiently Advanced Technology	4	12	2
11th	+4	Sacrificial Scrapping	4	13	2
12th	+4	Ability Score Improvement	4	14	2
13th	+5	Gadgeteer Path Feature	5	15	2
14th	+5	Component Tier Upgrade, Magic Item Hacking	5	16	3
15th	+5	Seasoned Researcher	5	17	3
16th	+5	Ability Score Improvement	5	18	3
17th	+6	Gadgeteer Path Feature	6	19	3
18th	+6	Favorite Component	6	20	3
19th	+6	Ability Score Improvement	6	21	3
20th	+6	Masterpiece	7	22	3

Class Features

As a gadgeteer, you have the following class features.

Hit Points

Hit Dice: 1d8 per gadgeteer level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per gadgeteer level after 1st

Proficiencies

Armor: Light armor
Weapons: Simple weapons
Tools: Tinker's tools; plus, choose two from carpenter's tools, cobbler's tools, glassblower's tools, leatherworker's tools, mason's tools, smith's tools, weaver's tools, and woodcarver's tools
Saving Throws: Constitution, Intelligence
Skills: Choose four from Arcana, History, Investigation, Medicine, Nature, Perception, Sleight of Hand, Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- Two sets of artisan's tools of your choice
- (a) a burglar's pack, (b) a dungeoneer's pack, or (c) a scholar's pack
- Leather armor, a light crossbow with 20 bolts, and a light hammer

Gadgeteering

Innovation lies at the heart of gadgeteering, creating useful items with endless possibilities. Gadgets are crafted from scrap, an abstract resource that represents your natural tendency to accumulate useful bits and pieces throughout your adventures. You can spend scrap to construct gadgets from frames and components, as well as on other class features that you gain as you level up.

At 1st level, you have a maximum of 3 scrap to build and customize your gadgets, and you gain more scrap as you level up in this class, as shown in the **Gadgeteer Table**.

During a long rest, you can dismantle and construct as many gadgets as you like, up to your maximum number of active gadgets, as shown on the **Gadgeteer Table**. The total amount of scrap used amongst all your gadgets cannot exceed your maximum total scrap as determined by your gadgeteer level. You may have some leftover scrap between long rests, which can be used to fuel some of your gadgeteer class and subclass features.

Intelligence is your ability modifier for your gadgets; your efficient and clever craftsmanship allows you to use your gadgets skillfully, regardless of your agility or physical strength. When you make an attack with a gadget or activate a gadget's features, you use your Gadget attack modifier or Gadget save DC.

Gadget attack modifier = your proficiency bonus + your Intelligence modifier
Gadget save DC = 8 + your proficiency bonus + your Intelligence modifier

Frames

Each gadget consists of a frame, which provides the gadget's base structure and function, and components that add new abilities to the frame.

Frames come in three varieties: autonomous, handheld, and wearable. Each frame costs an amount in scrap and has a set of features that provide its basic functionality. Frames have a maximum number of component placements that represent how many components can be attached to them by spending additional scrap.

You can build gadgets using the following frames.

Autonomous Frame

This convenient gadget can act semi-independently.
Scrap Cost: 3
Component Placements: 3
Remote Control. Your gadget moves and acts on your turn, and you can use your bonus action to command it to move and take the Attack, Disengage, or Dash action. If you do not issue a command, it does not move and takes the Dodge action.
Mobile. Your gadget can move independently and has a walking speed of 20 feet. Its movement can involve legs, wheels, or any other form of locomotion chosen when you construct it.
Defenses. Your gadget has HP equal to twice your gadgeteer level, and its AC is 10 + your proficiency bonus. It is immune to poison and psychic damage.
Size. Your gadget is Tiny or Small.
Basic Function. Choose one of the following features:

- ***Melee:*** Your gadget has a reach of 5 feet and can use its action to make one attack that deals 1d6 piercing, slashing, or bludgeoning damage, which you choose when you first construct the gadget.
- ***Ranged:*** Your gadget can use its action to make one ranged attack of 30/60 feet that deals 1d4 piercing or bludgeoning damage, which you choose when you first construct the gadget.
- ***Utility:*** Your gadget has an additional component placement.

Handheld Frame

This versatile gadget requires two hands to wield.
Scrap Cost: 1
Component Placements: 2
Two-Handed. Your gadget requires two hands to hold and operate.
Basic Function. Choose one of the following features:
Melee. Using your action, you make a melee weapon attack with your gadget. Your gadget has a reach of 5 feet and does 1d8 piercing, slashing, or bludgeoning damage, which you choose when you first construct the gadget.
Ranged. Using your action, you make a ranged weapon attack with your gadget. Your gadget has a range of 30/60 feet and deals 1d6 piercing or bludgeoning damage, which you choose when you first construct the gadget.
Utility. Your gadget has an additional component placement.

Wearable Frame

This sturdy gadget can be worn like armor.
Scrap Cost: 2
Component Placements: 1
Bulky. You have disadvantage on Dexterity (Stealth) checks while wearing this gadget.
Reinforced. You have +1 to AC while wearing this gadget and while you are not wearing medium or heavy armor.
Worn. You must be wearing this gadget to benefit from its features. You can don the gadget using your action and doff it using a bonus action.
Basic Function. Choose one of the following features:

- ***Melee.*** Your gadget has a reach of 5 feet and does 1d8 piercing, slashing, or bludgeoning damage, which you choose when you first construct the gadget.
- ***Ranged.*** Your gadget has a range of 30/60 and does 1d6 piercing or bludgeoning damage, which you choose when you first construct the gadget.
- ***Utility.*** Your gadget has an additional component placement.

Components

Components represent upgrades and abilities that can be attached to frames to customize your gadgets. There are three categories of components: combat, defense, and utility. Each component has a scrap cost, which must be paid when it is constructed and added to the frame. A frame can't support two of the same type of component, but you can build multiple gadgets with the same components.

Some components can be built at higher tiers that provide stronger effects at a higher scrap cost. You gain access to higher-tier components as you gain levels in the gadgeteer class. When you reach 7th level in this class, you can construct tier 2 components, and when you reach 14th level in this class, you can build tier 3 components. The scrap cost of a tiered component is equal to its tier.

You can build gadgets using the following components.

Armored

Defense component
Scrap Cost: Equal to tier
Your gadget is reinforced and provides extra protection in the heat of battle. While wielding or wearing this gadget, you gain a boost to your AC equal to the tier of this component. If this component is added to an autonomous frame, the gadget gains the AC bonus instead, and its hit points are calculated according to the table below.

Tier	Bonus to AC	Autonomous Gadget Hit Points
1	*+1 AC*	HP equal to three times your gadgeteer level
2	*+2 AC*	HP equal to four times your gadgeteer level
3	*+3 AC*	HP equal to five times your gadgeteer level

Auto-Cover

Utility component
Scrap Cost: 2
Your gadget allows you to provide yourself and your allies an area of cover. You can use an action to activate this component, which creates a cloud of debris in a 10-foot-radius sphere centered on the gadget. Any creatures standing within this radius are lightly obscured and benefit from half cover. This effect lasts for 1 minute or until you deactivate it as a free action on your turn. You can use this feature a number of times equal to your proficiency bonus, and the gadget regains all expended uses after you finish a long rest.

Auto-Shielding

Defense component
Scrap Cost: 2
Your gadget can blanket you and nearby allies in a protective buffer that can help shield them from harm. As an action, you can choose a number of targets equal to your Intelligence bonus (minimum of 1) within 30 feet of the gadget. Each target gains temporary hit points equal to 1d8 + your gadgeteer level. You can use this feature a number of times equal to your proficiency bonus, and the gadget regains all expended uses after you complete a long rest.

Communications Relay

Utility component
Scrap Cost: 2
Your gadget allows you to communicate with allies secretly. When you build this component, choose up to four creatures to provide with a receiver. While you have this gadget equipped, you can use an action to send a message to any creature with a receiver within 120 feet of you. They hear your messages as though you were whispering to them and can use the receiver to reply.

Enhanced Weapon

Combat component

Scrap Cost: Equal to tier

You have improved the accuracy and damage output of your gadget. Your gadget gains a bonus to its attack and damage rolls equal to its tier, and it is considered magical for the purpose of overcoming resistances and immunities.

Tier	Attack/Damage Bonus
1	+1 bonus
2	+2 bonus
3	+3 bonus

Elemental Damage

Combat component

Scrap Cost: Equal to tier

You have enhanced your gadget to allow it to channel elemental energies during attacks. When you craft this component, choose acid, cold, lightning, fire, or thunder damage. On a hit, your gadget deals additional damage of that type. The amount of additional damage depends on the component's tier.

Tier	Additional Damage
1	+1d6 damage of your chosen type
2	+3d6 damage of your chosen type
3	+6d6 damage of your chosen type

Flight

Utility component

Scrap Cost: Equal to tier

Your gadget allows you (or itself) a limited ability to fly. While wielding or wearing this gadget, you gain a flying speed based on the tier of the component. If this component is added to an autonomous frame, the autonomous gadget gains the flying speed instead.

Tier	Flight Speed
1	20 feet
2	40 feet
3	60 feet

Grabber

Combat component

Scrap Cost: 2

Your gadget can stop opponents in their tracks. On a hit, you can choose to forgo doing damage with this gadget to grapple the target instead. While you have a creature grappled this way, you have advantage on attacks made against the grappled creature, but you can't target other creatures with this gadget until this grapple ends. The DC to escape this grapple is equal to your Gadget save DC.

Heavy-Duty

Utility component

Scrap Cost: Equal to tier

Your gadget has been built to hold more components for more versatility. Your gadget gains a number of additional component placements equal to the component's tier. Additionally, the Heavy-Duty component does not take up a component placement.

Tier	Additional Component Placements
1	1 additional placement
2	2 additional placements
3	3 additional placements

Lightweight

Utility component

Scrap Cost: 2

Your gadget is made out of light materials, making it easier to handle and less bulky. This component's effect depends on the frame it's attached to:

- Autonomous: The speed of this gadget is doubled.
- Handheld: This gadget can be operated with one hand.
- Wearable: You don't have disadvantage on Dexterity (Stealth) checks while wearing this gadget.

Quick Draw

Utility component

Scrap Cost: 3

Your gadget is built for speed and ease of use. This component's effect depends on the frame it's attached to:

- Autonomous: Your gadget can make two attacks when you command it to take the Attack action.
- Handheld: You can attack using this gadget or activate one of its components using a bonus action.
- Wearable: Your walking speed increases by 15 feet while wearing this gadget.

OTHER CREATURES USING GADGETS

When you give a gadget to another creature to use, they can activate the defensive and utility components and use your Gadget save DC for any saves. Other creatures can't activate the offensive components of your gadgets unless otherwise specified. Another gadgeteer can use your gadget fully, using their own Intelligence to determine the Gadget attack modifier or Gadget save DC, but they can't use a gadget that contains components of a higher tier than they are able to construct.

Always Prepared

At 2nd level, you can use extra scrap to construct helpful objects provided you have a suitable set of tools. During a short rest, you can spend 1 scrap to create up to four nonmagical pieces of adventuring gear worth 30 gp or less in total. Once you have used this ability, you can't use it again until you complete a long rest. You can regain the scrap used to create these items when you finish a short or long rest and spend time deconstructing them. When you use scrap to create expendable items, you regain that scrap when you finish a long rest.

When you reach 10th level in this class, the total value of the adventuring gear you can create with this ability goes up to 60 gp.

Gadgeteer Path

At 3rd level, choose one of the gadgeteer paths as you begin to specialize in manipulating a particular form of energy with your gadgets. Your path grants you features at 3rd level and again at 6th, 9th, 13th, and 17th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. You can forgo taking this feature to take a feat of your choice instead.

Signature Frame

Beginning at 5th level, you begin to specialize in one style of gadget frame. Choose from one of the following options:

- **Autonomous.** You can add the Sentient component to your autonomous frames.
- **Handheld.** When you construct a handheld frame, it has 3 component placements.
- **Wearable.** When you construct wearable frames, they have a scrap cost of 1.

Sentient

Utility component

Scrap Cost: 2

Your autonomous gadget has a mechanical mind of its own that allows it to make its own decisions. An autonomous gadget with this component does not require you to use your bonus action to give it commands on your turn. Instead, it acts on its own turn in initiative, adding your Intelligence modifier to its initiative roll. It obeys your commands and is friendly toward you and your companions. It has an Intelligence score of 8, a Wisdom score of 12, and a Charisma score of 8. Additionally, it is no longer immune to psychic damage and is considered a creature with the construct type for the purposes of being targeted by spells. It uses your saving throws when making Strength, Dexterity, and Constitution saves.

Hot Swap

At level 5, you gain the ability to adapt to situations on the fly. During a short rest, you can remove one component from an active gadget. You can then add one component to an active gadget as long as the frame has sufficient component placements, you have sufficient scrap, and the component is of a tier you can create. When you reach 9th level in this class, you can switch two components in this way, and when you reach 13th level, you can switch three components.

Tools and Talent

Starting at 6th level, your practice with the tools of your trade pays off as you develop expertise. Choose two of your tool proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of these chosen proficiencies.

See How It Ticks

At 7th level, your growing understanding of constructs lets you take them apart more easily. You have advantage on Intelligence checks made to examine constructs. Additionally, when you deal damage to a construct, your precisely placed attacks deal an extra 2d8 damage on a hit.

Sufficiently Advanced Technologies

Beginning at 10th level, your understanding of gadgets gives you insight into magic items. By spending 1 minute handling a magic item, you can learn its properties as if you had cast the identify spell. You can use this feature a number of times equal to your Intelligence modifier (minimum of once) and regain all expended uses when you complete a long rest.

Sacrificial Scrapping

From 11th level, you can shield yourself and your allies with your creations. As a reaction, when you or a creature within 5 feet of you is hit with an attack by a creature you can see, you can choose one of your active gadgets to bear the brunt of the attack. If you choose an autonomous gadget, it must be within 5 feet of the target of the attack. The gadget is destroyed and reverts to scrap, and the target takes half damage from the triggering attack. Once you have used this feature, you can't use it again until you have completed a long rest.

Magic Item Hacking

Beginning at 14th level, your tinkering allows you to make magic items more flexible. You can spend scrap to ignore any attunement restrictions that the magic item normally has. The amount of scrap you must spend depends on the item's rarity.

Magic Item Rarity	Scrap Cost
Uncommon	1
Common	1
Rare	2
Very Rare	3
Legendary	4
Artifact	5

When you attune to an item in this way, your spellcasting ability for using the item is Intelligence, your spell save DC = 8 + your proficiency bonus + your Intelligence modifier, and your spell attack bonus = your proficiency bonus + your Intelligence modifier.

When you reach 18th level in this class, you can also spend the same amount of scrap to allow another creature to exceed the total number of magic items they can attune to by one. This does not change the creature's spellcasting ability when using the item.

As an action while holding the hacked item, you can stop hacking it, regaining any scraps spen.

Seasoned Researcher

At 15th level, your experience enduring the occasional engineering mishap has taught you when to duck and when to run. You gain proficiency in Dexterity and Wisdom saving throws.

Favorite Component

Beginning at 18th level, choose one component. When adding this component to gadgets, it costs 1 fewer scrap. This can cause a component that usually costs 1 scrap to cost 0 scrap.

Masterpiece

At 20th level, you construct a single gadget worth up to 10 scrap. Constructing this gadget does not cost any scrap, and you can't convert it back into scrap. If your Masterpiece is destroyed, you can spend 8 hours rebuilding it without expending any scrap.

An engineer's gadget lights it's own fuse

Josiah Cameron

Gadgeteer Paths

Gadgeteers all harness, transform, and direct energy through their gadgets, but over time, their experiments lead them to specialize in one particular form. Your choice of gadgeteer path reflects your interest in the world around you and your particular passion for creation and craft.

CULTIVATOR

Cultivators' studies of the natural world bear innovative fruit. Drawing inspiration from the plantshaping magic of the druidic order called the Tenders, cultivators grow or construct gadgets from organic materials such as mushrooms, plants, or slimes. These gadgeteers excel in working with the energy of living things.

Living Components

When you choose this path at 3rd level, you gain access to two special components that you can add to your gadgets.

Balmberry Branches

Utility component

Scrap Cost: Equal to tier

Your gadget bears fruit with healing properties. You can pluck 2 balmberries from the gadget when you complete a long rest and add them to your inventory. A creature can use a bonus action to consume a balmberry, which restores hit points depending on the tier of the component. The berries have no effect on constructs or undead creatures. Unconsumed balmberries shrivel and disappear the following dawn.

Tier	Healing
1	*1d4 + your Intelligence modifier*
2	*3d4 + your Intelligence modifier*
3	*6d4 + your Intelligence modifier*

Harmberry Branches

Combat component

Scrap Cost: Equal to tier

After a long rest, your gadget bears vicious fruit. You can pluck 2 harmberries from the gadget when you complete a long rest and add them to your inventory. As an action, a creature with a harmberry can make a ranged attack with it against a creature within 30 feet. On a hit, the target takes an amount of poison damage dependent on the component's tier. Additionally, on a hit the target must succeed on a Constitution saving throw against your Gadget save DC or become poisoned for 1 minute. A poisoned target can repeat this saving throw at the end of each of its turns, ending the effect on a success. A creature that consumes a harmberry immediately takes the poison damage and must succeed on a Constitution saving throw against your Gadget save DC or become poisoned for 10 minutes. Unconsumed harmberries shrivel and disappear the following dawn.

Tier	Poison Damage
1	*1d4 + your Intelligence modifier*
2	*3d4 + your Intelligence modifier*
3	*6d4 + your Intelligence modifier*

Plant Magic

At 3rd level, you learn the *shape plants** spell and can cast it a number of times equal to your Intelligence modifier (minimum of once), regaining all expended uses when you complete a long rest. Intelligence is your spellcasting ability for this spell.

Elegance of Nature

From 6th level, your studies of the natural world inform your problem-solving. You gain expertise in the Nature skill, meaning your proficiency bonus is doubled for any ability check you make with this skill. When you make a check with artisan's tools you are proficient with, you can add your Wisdom modifier to the roll as you are inspired by the world around you to craft new solutions.

Organic Specialization

At 9th level, your studies allow you to further specialize certain frames with what you've learned from the natural world. Depending on your Signature Frame, you gain one of the following abilities:

- ***Autonomous.*** As an action, you can spend any number of your unspent Hit Dice to transfer some of your vital energy to your autonomous frame. The frame regains hit points equal to the roll of your Hit Dice, and your Hit Dice are spent as if you had used them yourself.
- ***Handheld.*** When you build a handheld frame, one component of your choice grows directly from it. This component doesn't take up a placement on the frame, but it can't be removed or replaced unless the entire gadget is dismantled.
- ***Wearable.*** While wearing a wearable frame, you can use a bonus action to gain temporary hit points equal to your gadgeteer level. You can't use this ability again until you have finished a short or long rest.

Scrap Propagation

From 13th level, you gain further abilities to encourage living things to grow. You can spend a short rest encouraging a plant to grow its branches, leaves, or buds into useful forms that you can harvest and take with you. This harvested piece of the plant counts as 1 additional piece of scrap, which lasts until the following dawn.

Vital Energy Engineering

From 17th level, manipulating the energy of growth is as easy as picking ripe fruit. You can add the Auto-Shielding component to each of your gadgets without taking up a component placement on the frame.

A cultivator gadgeteer soars on home-grown wings.

Alannah Rose

ENGINEER

The path of the engineer emerged out of the mapach tradition of scroungecraft and the growing field of cogwork. These innovative inventors focus on mechanical energy, outfitting their gadgets with springs, cogs, and levers to produce powerful effects. They tend to be willing to get their paws or talons dirty, creating cunning solutions under pressure.

Crafty Components

When you choose this path at 3rd level, you gain access to two special components that you can add to your gadgets.

Quick Shield

Defense component

Scrap Cost: Equal to tier

When you are hit by an attack, as a reaction you can activate this component to give yourself a bonus to your AC equal to your Intelligence modifier (minimum +1) plus the component's tier that can potentially prevent the hit. You only gain this bonus against the triggering attack.

Tier	Bonus to AC
1	Intelligence modifier +1
2	Intelligence modifier +2
3	Intelligence modifier +3

Multitool

Utility component

Scrap Cost: 2

Your gadget acts as your choice of artisan's tools, thieves' tools, or a musical instrument. If you don't have proficiency with the specified tool or instrument, you can add your proficiency bonus when making checks using the gadget containing this component. You can install this component up to three times on a single gadget.

Safety Equipment

At 3rd level, you gain proficiency in medium armor. Additionally, while wearing medium armor and using a gadget with a wearable frame, you gain the +1 bonus to your AC from its reinforced property as though you were wearing light or no armor.

Quick Study

Starting at 6th level, you learn that the first step to solving a problem is to identify the problem. You gain expertise in the Investigation skill, meaning your proficiency bonus is doubled for any ability check you make with this skill. On a successful Intelligence (Investigation) check made to interact with an object or trap, you grant the next creature to interact with that object or trap advantage on any checks or saving throws related to it.

Mechanical Specialization

At 9th level, your studies allow you to further specialize in certain frames using your mechanical knowledge. Depending on your Signature Frame, you gain one of the following abilities:

- ***Autonomous.*** Autonomous gadgets you build have a number of hit points equal to three times your gadgeteer level.
- ***Handheld.*** When you build a handheld frame, the reach or range for its effects is doubled.
- ***Wearable.*** When building a gadget with a wearable frame, you may choose one of the attached components to cost 1 fewer scrap, to a minimum of 0 scrap.

Upcycling

At 13th level, you find new ways to apply your innovations to upcycle items. You can build a gadget by using a nonmagical weapon or item as a frame and attach one component to it. When assembling a gadget in this way, you don't have to spend scrap on the frame. These upcycled items can be used by any creature, including the offensive, defensive, and utility components you applied. When other creatures use these upcycled items, they use your Gadget attack modifier and Gadget save DC.

Make More With Less

Starting at17th level, when you build gadgets during a long rest, you have 4 additional scrap to use on frames and components. You cannot exceed your active gadget maximum.

A *mapach engineer smashes their way through the underbrush.*

Vinod Rams

FIZZAR

Fizzars harness the natural, magical energies that thrum through the world of Everden, combining technology with the arcane. These gadgeteers have rediscovered the secrets of the ancient school of artificers called the Fizzars, though they gather elemental energy far more thoughtfully than their forebears. The original Fizzars blended art, science, and magic, with many seeing their work as a way of honoring the Amarathines. Today, some follow in the footsteps of the ancient Fizzars, while others spend years seeking long-lost arcane blueprints out from archives and ruins.

Arcane Components

When you choose this path at 3rd level, you gain access to two special components that you can add to your gadgets.

Spell Emulator

Special component

Scrap Cost: Equal to tier

When you add this component to a gadget, choose one spell from the sorcerer's spell list that does not require concentration. The spell must be of a level equal to or less than the component's tier. The component allows you to cast this spell using your gadget a number of times equal to its tier and regains all expended uses when you finish a long rest. The spell uses your or Gadget attack modifier and Gadget save DC. When casting a spell in this way, you do not require components, but you must meet all the other requirements of the spell, including casting time and range.

Tier	Maximum Spell Level	Number of Uses
1	1	1
2	2	2
3	3	3

Elemental Battery

Defense component

Scrap Cost: 2

While you are wielding this gadget, you can use your bonus action to gain resistance to one of the following damage types until the end of your next turn: acid, cold, fire, force, lightning, or thunder damage. Additionally, on a hit, the next attack you make before the end of your next turn does an additional 1d4 damage of the same type. You can use this ability a number of times equal to your proficiency bonus, and you regain all expended uses when you complete a short or long rest.

Art as Science

At 3rd level, you gain proficiency in the Performance skill.

Elemental Expertise

At 3rd level, choose one damage type from the following: acid, cold, fire, force, lightning, or thunder. When you deal damage of your chosen type using one of your gadgets and roll a critical hit, add an extra damage die of your chosen damage type in addition to the extra damage die for the critical hit. Additionally, you can choose to reroll any number of damage die and must use the new result.

When you reach 10th and 15th level in this class, choose an additional damage type.

Transferable Skills

Starting at 6th level, you can read *spell scrolls* the same way you read arcane blueprints. You can attempt to cast a spell from any *spell scroll* regardless of which spell list it comes from. To successfully use a *spell scroll*, you must make an ability check using your Intelligence modifier to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect.

Arcane Specialization

At 9th level, your integration of magic with technology allows you to further specialize certain frames. Depending on your Signature Frame, you gain one of the following abilities:

- ***Autonomous.*** Your autonomous gadgets gain resistance to one of the following damage types: acid, cold, fire, force, lightning, or thunder. You choose the type of resistance when you build the gadget.
- ***Handheld.*** Your handheld gadgets that deal damage deal an additional die of damage on a hit. This additional damage shares the base damage type of the gadget.
- ***Wearable.*** When you are hit with a melee attack, you can use your reaction to force the attacker to take 1d4 force damage for each wearable gadget you are wearing.

Arcane Drain

At 13th level you learn the *divert power** spell. You can cast this spell a number of times equal to your proficiency bonus and regain all uses after a long rest.

Elemental Overload

At 17th level, you've learned to overcharge your gadgets to devastating effect. As an action, you can cause one of your gadgets to explode. As part of this action, you can throw the gadget to a point within 30 feet of you or target an autonomous gadget you can see. Each creature within a 10-foot-radius sphere centered on the exploding gadget must make a Dexterity saving throw against your Gadget save DC. On a failed save, a creature takes force damage equal to 10 times the number of scrap used in the gadget, or half as much damage on a successful save. The gadget is destroyed, and you don't regain its scrap until you finish a long rest.

EXAMPLE GADGETS

The core power of the gadgeteer class is the flexibility to build varied gadgets to meet specific needs. The name, look, and flavor of your gadget is always up to you. Here are some examples of gadgets that you can build at 1st level and beyond.

FIERY LITTLE FRIEND

Autonomous gadget; Basic Function: Ranged, Size: Small, Speed: 20 ft.; Scrap Cost: 4

Elemental Damage Ranged Weapon Attack. Intelligence modifier + proficiency bonus to hit, range 30/60 ft., *Hit:* 1d10 piercing plus 1d6 fire damage.

FLIGHT OF FANCY SUIT

Wearable gadget; Basic Function: Utility, Worn, +1 to AC; Scrap cost: 6

Tier 2 Flight. You have a flight speed of 40 feet while wearing this gadget.

Lightweight. You don't have disadvantage on Dexterity (Stealth) checks while wearing this gadget.

HANDY DANDY GRABBY GRABBER

Handheld gadget; Basic Function: Melee, Two-handed; Scrap Cost: 3

Melee Weapon Attack. Intelligence modifier + proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d8 + Intelligence modifier bludgeoning damage. On a hit, you can choose to forgo doing damage with this gadget to grapple the target instead (escape DC = 8 + Intelligence modifier + proficiency bonus). While you have a creature grappled this way, you have advantage on attacks made against the grappled creature, but you can't target other creatures with this gadget until this grapple ends.

A follower of the Fizzar tradition powers up a newly discovered construct.

Chris Seaman

New Backgrounds

You can use these backgrounds in addition to other available backgrounds for 5e and the backgrounds found in the ***Humblewood Campaign Setting***.

STONESINGER

You are a practitioner of stonesinging, an ancient art of arma hedges. This musical tradition has been passed down through generations, combining chants and percussion with the natural resonant tones of rocks. Stonesinging is often a communal art, with choirs of stonesingers all across Everden, each with their own traditions but all sharing the central tenet of respect for stones.

It is said that, long ago, the stones responded to skilled stonesingers with music of their own. The question of why the stones have fallen silent haunts stonesingers of today—anyone who finds a way to reawaken the stones will be hailed as the greatest of all stonesingers.

Skill Proficiencies: Insight, Performance
Tool Proficiencies: One type of musical instrument
Languages: Terran
Equipment: A musical instrument (one of your choice), a rock hammer, a songbook, a set of traditional robes, and a pouch containing 15 gp

Feature: Stonewise

You are attuned to the sounds of the earth. You can easily identify rocks and gems by tapping on them as an action to learn their properties and value in gp. You have advantage on Wisdom (Perception) checks while traveling through rocky terrain, and you can easily spot landslides, crevasses, and other natural hazards involving rocks without needing to make a skill check.

Suggested Characteristics

d8	Personality Trait
1	I am solemn and slow to anger.
2	I am fascinated by history and geography.
3	I collect pebbles everywhere I perform as a memento.
4	I feel most comfortable in a group of like-minded individuals.
5	I love adorning myself with stones, whether they are precious gems or not.
6	I jump at any chance to perform.
7	I get flustered by swift changes.
8	I talk to rocks when I'm trying to make a big decision.

d6	Ideal
1	**Obstinacy.** The stone does not yield to others, and neither do I. (Evil)
2	**Loyalty.** Be the steady rock that others can depend on. (Lawful)
3	**Attentiveness.** To learn to sing, we must first listen. (Neutral)
4	**Innovation.** Tradition is stifling; we need new songs to make the stones sing again. (Chaotic)
5	**Empathy.** Something does not need to be like me to deserve my sympathy. (Good)
6	**Tradition.** I carry the teachings of the stonesingers who came before and must pass them on to those who come after. (Lawful)

d6	Bond
1	I am the first stonesinger in my family, but my choir embraced me as one of their own.
2	I have a favorite rock that I carry everywhere with me.
3	My teacher was harsh and demanding, but they polished me into the skilled stonesinger I am today.
4	I meet many folk on my travels and have the privilege of sharing my stonesongs with them.
5	I have a skilled apprentice to whom I'm teaching the art of stonesinging.
6	I am determined to discover why the stones fell silent.

d6	Flaw
1	I doubt my skills and ability to continue the tradition.
2	When I perform with others, I can't help but show off.
3	I only became a stonesinger to please my parents; my heart isn't in it.
4	I charge money for my performances, scamming those who don't know tradition demands I perform my stonesongs as a gift freely given.
5	I lack a sense of rhythm.
6	While I might be good at listening to the rocks, I am bad at listening to people.

WARRENBORN

You grew up in the winding tunnels of one of Wesden's mountain warrens, embraced by a tight-knit community. Your neighbors were as close as family—dozens of aunts, uncles, and cousins. Beyond the warren door, you were taught how to survive in the difficult landscape, but you always knew a warm welcome awaited at home. While your warren was cozy, it could also be stifling for someone who longed for adventure.

Skill Proficiencies: Persuasion, Survival
Tool Proficiencies: One type of artisan's tools and one type of musical instrument
Equipment: A farewell letter from a friend, a necklace bearing the sign of your warren, an herbalism kit, a set of common clothes, and a pouch containing 15 gp

Feature: Warren Home

From your earliest days in the tight quarters of the warren, you learned the importance of getting along with others. Outside of combat, you are skilled at calming inflamed tempers and helping people understand each other's points of view. You have advantage on Charisma (Persuasion) checks made to interact with non-hostile humanoids. You also have ties to a specific warren and can always find a warm welcome, healing, supplies, and shelter when you visit. Other warrens will likely extend the same hospitality to you.

Suggested Characteristics

d8	Personality Trait
1	I can make friends with anyone I meet.
2	I miss the embrace of the warren walls and fear the open sky.
3	I talk fast and make jokes faster.
4	I thrive on being helpful to others.
5	With so many folk poking their whiskers into my business, I learned to be sneaky.
6	I know who I am and where I come from. Nothing can shake my self-esteem.
7	I am eager to see the world beyond my warren.
8	I hate to be alone, even for a moment.

d6	Ideal
1	**Harmony.** Our survival depends on agreement. (Neutral)
2	**Tact.** Saying the right thing at the right time is more important than honesty. (Neutral)
3	**Organization.** When everything is in its place, everyone can find their peace. (Lawful)
4	**Freedom.** I've finally left my warren, and I'll make the most of it! (Chaotic)
5	**Hospitality.** Guests should be cared for like family (Good)
6	**Deceit.** Have two faces, but only show one to those around you. (Evil)

d6	Bond
1	I love my warren with all my heart and would do anything to keep it safe.
2	I grew up alongside a group of rambunctious kids. We always said we'd explore the world together, but I'm the only one who has left.
3	The wilderness around the warren always felt more like home to me despite its dangers.
4	My warren was destroyed in a disaster. Though the residents have scattered, I still think of them as family.
5	I fell in love with a visitor to the warren and left to find them.
6	I have younger siblings back home in the warren; I want to be a good example to them.

d6	Flaw
1	I'm afraid city folk will judge me as a rural bumpkin, so I judge them first.
2	I am very gullible, thanks to my sheltered upbringing.
3	I become overwhelmed when faced with new experiences.
4	I don't trust folk from outside my warren.
5	I struggle to make decisions for myself or form my own opinions.
6	While I can navigate my labyrinthine warren expertly, I have no sense of direction out in the open.

WILDERNESS EXPLORER

Due to your experience navigating the world's wild places, you feel most at home away from the hustle and bustle of perches and cities. You can get your bearings almost anywhere using nature as your guide.

Skill Proficiencies: Nature, Survival
Tool Proficiencies: Herbalism kit
Languages: One of your choice
Equipment: A hatchet, a journal, a hooded lantern, a set of traveler's clothes, and a pouch of 20 smooth pebbles

Feature: Survivor

You are accustomed to traveling the wilderness and keeping those you guide through it safe from danger. By examining your surroundings, you can discern signs of danger, such as markings left by local wild creatures, natural hazards such as quicksand or toxic plants, and terrain hazards such as pitfalls or cliffs. The GM decides what information you have access to when you use this feature and may require you to make a successful Intelligence (Nature) or Wisdom (Survival) check to learn anything more than general information about these dangers.

Additionally, if you ever become lost in a natural environment with which you are familiar, you can find your bearings by spotting key landmarks or constellations in the night sky.

Suggested Characteristics

d8	Personality Trait
1	I try to leave natural places in the state I found them.
2	I use all of my senses while exploring; there's nothing I won't sniff or taste.
3	I love the sounds of the wild more than conversation.
4	I am confident in the wilds, but towns and cities make me anxious.
5	I am suspicious of every strange noise in the dark.
6	I guide folk through the wilderness with great care, fussing over them.
7	I believe in conspiracy theories about mysterious, hairless, two-legged beasts hiding in wild places.
8	Though I love the wilderness, whenever I reach civilization, I love to party.

d6	Ideal
1	**Peace.** Though it's dangerous, life in the wild is less dangerous than the complex machinations of city folk. (Good)
2	**Practicality.** I'll do anything I must to ensure my survival. (Evil)
3	**Freedom.** Living in the wild untethers me from society. (Chaotic)
4	**Connection.** The divide between the wild and civilization is false. (Neutral)
5	**Preparation.** The only way to survive is to be prepared for anything. (Lawful)
6	**Preservation.** The wilderness must be protected. (Lawful)

d6	Bond
1	The animals in the wilderness have accepted me. I must keep their home safe.
2	No matter how far I roam, I know I will always be welcomed home with love.
3	As a child, I became lost in the wild. A beast saved my life, and I owe them a debt of gratitude.
4	My past can't catch me if I keep running.
5	I would lay down my life to protect those I am guiding.
6	I learned my wilderness skills from a wise old hermit.

d6	Flaw
1	My overconfidence leads me to make mistakes.
2	I look down on folk who don't share my skill set.
3	I am terrible with money.
4	I've survived this long only because I'm paranoid about every little thing in the wild.
5	I'm always trying to find new food sources, even if some turn out to be poisonous.
6	My rusty social skills often offend folk in towns and cities.

WONDERSTRUCK

At some point in your life, you felt the brush of an Amaranthine's wing or paw. The experience changed you forever as they gave you a glimpse into the immensity of the Great Rhythm and your place within it. You can select what you experienced from the Amaranthine Experiences table, roll randomly, or devise your own. (See **Religion Across Wesden** for more information about the Amaranthines.)

Skill Proficiencies: Investigation, Religion
Tool Proficiencies: One type of artisan's tools or musical instrument
Languages: One of your choice
Equipment: A journal, an amulet bearing the symbol of an Amaranthine, a map of local shrines, a set of common clothes, and a pouch containing 15 gp

Amaranthine Experiences

d10	Experience
1	As you gazed at a sunrise that stained the sky red, you saw Khaluz looking back at you. Her stare burned into you, and you knew you could no longer hide who you truly were.
2	In a moment of weakness, you felt the stomp of Arghan's mighty hoof urging you to find the strength he knew you had but that you had forgotten. The reverberations shook your entire being.
3	As you lay broken at your lowest moment, a silent vision of Ostelo appeared before you. Your pain vanished.
4	You had a near-death experience, but Tyton the Nightfather ushered you away from his lands and back to the world of the living.
5	In a moment of high emotion, you heard the rhythmic song of Gebbo's eternal revel. Your heart began to beat along in time.
6	You dreamt of Gesme, the Amaranthine of Invention, wreathed in flame. When you awoke, your mind buzzed with new ideas like a shaken hive.
7	You once became utterly lost. Alone and scared, you heard the whispers of Hath and saw a path of impossible stars guiding you home.
8	When you swore an oath, you felt the claws of Ranzang resting on your shoulders. You are certain he is watching to see whether you fulfill your promise.
9	You met a vulpin with dark eyes and a hungry smile. She listened to your desires and advised you how best to achieve them. Before she left, she said her name was Kren.
10	Walking in the dark, you felt the presence of something massive and invisible padding beside you. Eresutha led you to uncover something long hidden.

Feature: Reverberations

After encountering an Amaranthine, you can still hear divine resonances that grow stronger the less attached you are to this world. Whenever you make a death saving throw, you experience another vision from the Amaranthine that gives you some new insight—should you survive. The GM determines the nature of this vision.

Suggested Characteristics

d8	Personality Trait
1	I am always a little distracted, as if listening to music that others can't hear.
2	I approach everything with great energy.
3	I am constantly amazed by the beauty of the world.
4	I tell everyone I can about my experience, hoping to find someone who truly understands.
5	I am still grappling to make sense of what happened to me.
6	I speak in rhymes and riddles.
7	I am secretive, afraid of what others will think of me.
8	I strive to embody the Amaranthine's teachings in this world.

d6	Ideal
1	**Dread.** Mortal folk should not see into the world of the Amaranthine. (Neutral)
2	**Gratitude.** The Amaranthines teach us the way to live with the Great Rhythm. (Good)
3	**Discovery.** Anything that leads me to a better understanding of my experience is worthwhile. (Chaotic)
4	**Imitation.** I model myself on the Amaranthine who reached out to me. (Neutral)
5	**Power.** I have been uniquely blessed and should be respected and honored by all. (Evil)
6	**Modesty.** An uncomplicated life, untouched by greatness, is something to be cherished. (Lawful)

d6	Bond
1	I seek others who have had experiences like me so I won't feel so alone.
2	I am devoted to my religious order that honors the Amaranthine who blessed me.
3	Someone else experienced the appearance of the Amaranthine alongside me. We interpreted it in radically different ways.
4	A kindly cleric helped me come to terms with what happened to me. I owe them so much.
5	I am estranged from my community after they refused to believe what I experienced.
6	I feel a deep and abiding connection with the Amaranthine I met. I know we will meet again.

d6	Flaw
1	I am reckless, believing that the Amaranthine is looking out for me.
2	My belief that I have been chosen for something special makes me boastful.
3	I deny what I experienced, and the unresolved tension haunts me.
4	I would do anything to meet the Amaranthine again, even at the cost of hurting others.
5	The weight of my experience lies heavy on me, and I often become mired in rumination.
6	I have become detached from this world and struggle to find meaning in everyday things.

New Feats

If you are using feats in your game, add these feats to the available options.

Arboreal Acrobat

You are more at home in the trees than you are on the ground, granting you the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency in the Acrobatics skill if you don't already have it.
- You gain a climbing speed equal to your walking speed.
- While climbing, you can use the Dash action as a bonus action.
- You can swing from branch to branch, moving up to your walking speed between treetops, even if the distance between the trees exceeds your jumping distance.

Beat in the Great Rhythm

The Great Rhythm feels close enough that you can recognize your place within it as one of its multitudinous beats. You gain the following benefits:

- You learn one cantrip from the druid's spell list. Constitution is your spellcasting ability for this spell.
- You learn one 1st-level spell from the druid spell list. You can cast this spell once a day without the need for a spell slot. Constitution is your spellcasting ability for this spell.
- You can spot things that are out of time with the Rhythm, granting you advantage on Perception checks made to notice undead and unnatural magical effects.

Choir Member

Your training in singing lets you act in concert with others to create new harmonies. You gain the following benefits:

- You gain proficiency in the Performance skill if you don't already have it.
- When you make a Charisma (Performance) check involving another willing creature, add double your proficiency bonus to the check.
- You can use the Help action at a range of 30 feet as a bonus action as long as the creature you are helping can hear you.

Frost Touched

You are well-adapted to cold climates with thick fur, feathers, or other changes. You have developed a deep connection with the landscape of the Frostcaps, the frozen peaks of Stormcrag, or even the Crystal Expanse. You gain the following benefits:

- Increase your Constitution or Wisdom score by 1, to a maximum of 20.
- You have resistance to cold damage.
- You have advantage on saving throws made to resist the effects of cold weather or freezing temperatures.
- You ignore difficult terrain caused by nonmagical snow or ice.
- You learn the *ray of frost* cantrip. Constitution is your spellcasting ability for this spell.

A mustel bard strums to the Great Rhythm

Lauren Henderson

Moonlit

You have been blessed by the Amaranthine Eresutha, the moon's companion. Her subtle mysteries give you the following benefits:

- Increase your Dexterity, Wisdom, or Charisma score by 1, to a maximum of 20.
- While you are in dim light, your movements do not provoke opportunity attacks.
- You learn the *minor illusion* cantrip. Wisdom is your spellcasting ability for this spell.
- You gain proficiency in one set of artisan's tools of your choice.
- Choose one set of artisan's tools with which you are proficient. You can add double your proficiency bonus to checks made with them.

Odorous Defenses

You have stinky defensive capabilities similar to a skunk's, either due to your anatomy or a reliable piece of gear.
You gain the following benefits:

- You gain proficiency in the Intimidation skill and add double your proficiency bonus to Intimidation checks when threatening to use your odorous defenses.
- You learn the *poison spray* cantrip. Constitution is your spellcasting ability for this spell.
- Your attacks ignore poison resistance.

Sun Touched

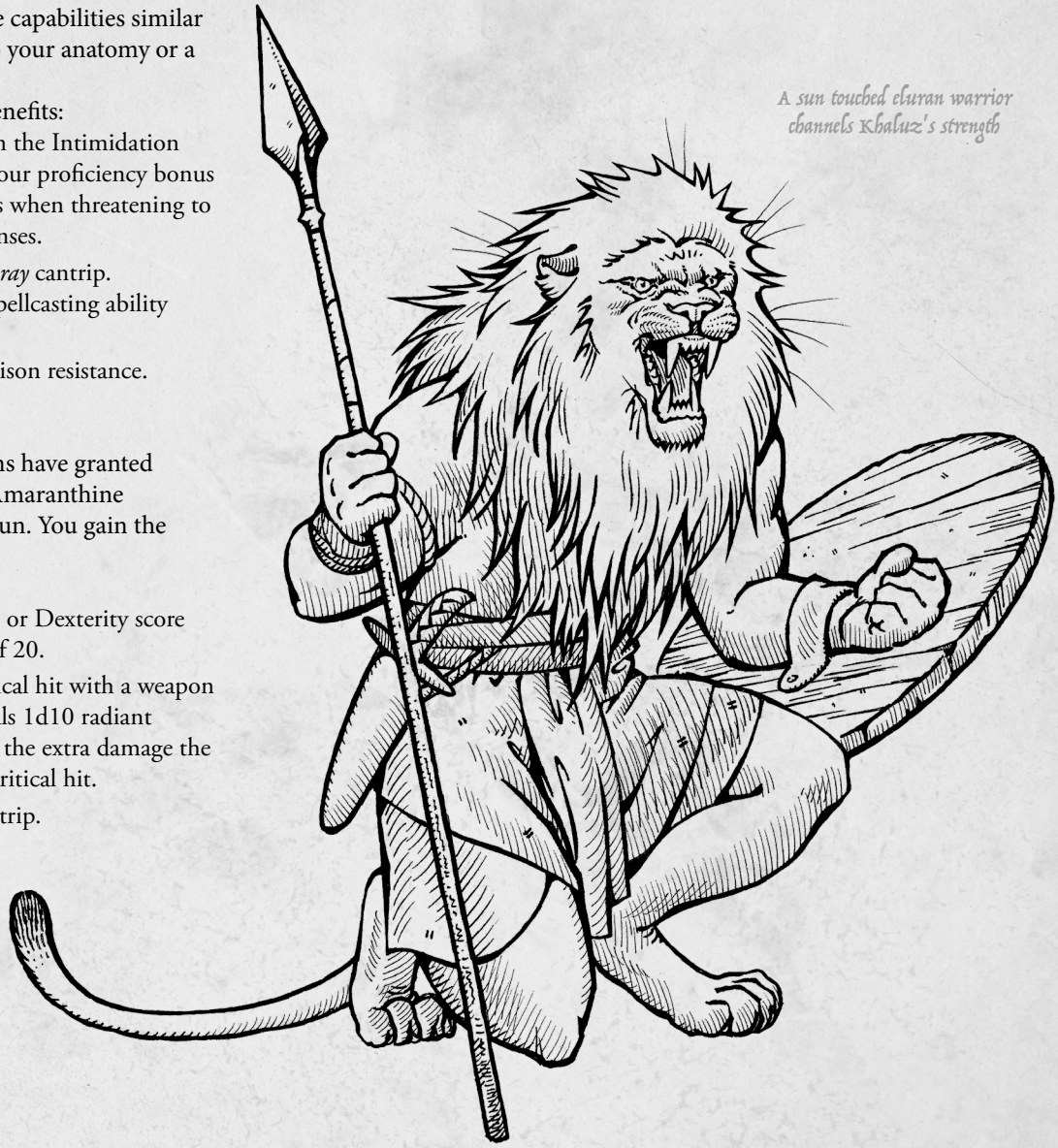
Your studies with weapons have granted you a blessing from the Amaranthine Khaluz, guardian of the sun. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- When you score a critical hit with a weapon attack, your attack deals 1d10 radiant damage in addition to the extra damage the target takes from the critical hit.
- You learn the *light* cantrip.

Tunneler

You are most comfortable in the close embrace of the subterranean world. You gain the following benefits:

- You have a burrowing speed equal to half your base walking speed.
- You gain darkvision with a range of 90 feet.
- You have advantage on saving throws made to resist damage and other effects from cave-ins, falling rocks, and other similar damaging effects caused by natural or magical movement of earth and rocks.
- While in spaces one size smaller than you, you ignore the effects of squeezing, so you don't need to spend extra movement, you don't have disadvantage on attack rolls and Dexterity saving throws, and attack rolls against you don't gain advantage.



A sun touched eluran warrior channels Khaluz's strength

Lauren Henderson

New Spells

These new spells are listed in alphabetical order.

ARBOREAL ERUPTION

3rd-level conjuration
Casting Time: 1 action
Range: 30 feet
Components: S, M (a seed or nut, which the spell consumes)
Duration: Concentration, up to 10 minutes

You cause a tree to sprout to its full height in an instant on a horizontal surface within range and lasts for the duration. The tree grows to a height of 30 feet and its trunk is 5 feet in diameter. The tree's branches extend 10 feet out from its trunk, and each branch can support up to 250 pounds.

If the tree sprouts under a Large or smaller creature, that creature must succeed on a Dexterity saving throw, or be flung 35 feet into the air and 15 feet away from the tree in a direction of your choice and starts to fall at the start of its turn. A creature can choose to fail the save.

If the tree sprouts in an area that can't accommodate its full height, it stops growing 5 feet from any obstacle above it, and any creature the tree sprouts under is not flung off the tree as its growth slows.

Added to the spell lists for Druid, Ranger, Sorcerer, Wizard

DIVERT POWER

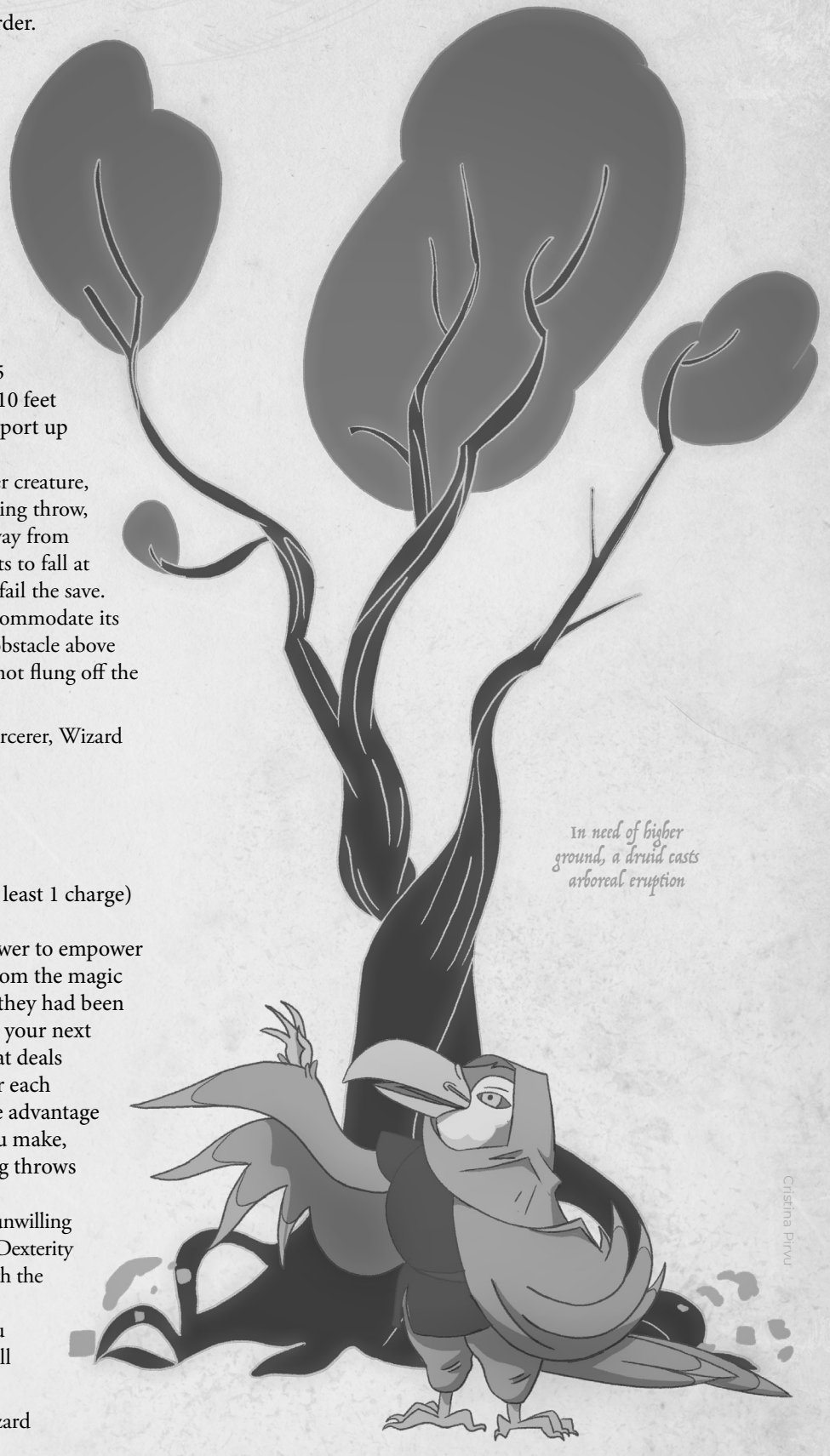
3rd-level necromancy
Casting Time: 1 bonus action
Range: Touch
Components: V, S, M (a magic item with at least 1 charge)
Duration: Instantaneous

You touch a magic item and draw out its power to empower your next spell, absorbing up to 3 charges from the magic item. The magic item loses the charges as if they had been expended. Before the end of your next turn, your next attack that hits, or the next spell you cast that deals damage, deals an extra 1d6 force damage for each charge you absorbed. Additionally, you have advantage on the next spell attack roll or attack roll you make, or creatures have disadvantage on any saving throws made to resist your next spell.

To target a magic item held or worn by an unwilling creature, you must first succeed on a contested Dexterity (Sleight of Hand) check against the creature with the item you are targeting.

Once you have targeted a magic item, you can't target the same magic item with this spell for 24 hours.

Added to the spell lists for Bard, Paladin, Wizard



In need of higher ground, a druid casts arboreal eruption

Cristina Pirvu

EMOTIONAL DRAIN

3rd-level enchantment
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute
You target a creature within range and attempt to siphon off its emotional energy. The target must make a Charisma saving throw. On a failure, you can choose one of the following effects:

- **Drain Anger.** The creature becomes eerily calm. It can't use its action to attack or otherwise cause harmful effects.
- **Drain Fear.** The creature loses all fear and sense of caution. The frightened condition ends for the creature, and it is immune to being frightened for the duration of the spell. The first attack the creature makes on its turn has advantage, and the first attacks other creatures make against it on their turns are also made with advantage.
- **Drain Joy.** Happiness drains from the creature as it suffers mental anguish. The creature takes 2d8 psychic damage. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again while you are within 30 feet.

An affected creature can repeat its saving throw at the end of each of its turns, ending the spell on a successful save.

Added to the spell lists for Bard, Sorcerer, Wizard

GEBBO'S REVEL

3rd-level enchantment
Casting Time: 1 hour
Range: 50-foot-radius sphere
Components: V, S M (food worth 50 gp, which the spell consumes)
Duration: Instantaneous
You lead a celebratory rite and invite any number of creatures in range to join you in the revel.
When you cast the spell, choose one of the following celebrations. Each willing creature that takes part in the revel for the full casting time gains the benefit of the celebration for the next 24 hours.

Celebration of Discovery. Creatures have advantage on all Intelligence and Wisdom checks. Additionally, the next time the creature consumes a potion, its effects are doubled.

Celebration of Joy. Creatures have advantage on saving throws against being frightened or charmed and on Charisma checks. Additionally, each creature's base movement speed increases by 5 feet.

Celebration of Life. Creatures have advantage on death saving throws and Constitution saving throws. Additionally, creatures have advantage on the first attack they make against an undead creature.

Added to the spell lists for Bard, Cleric

KREN'S KINDNESS

Kren's Kindness
1st-level necromancy
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous
You touch a creature you can see and call upon the uncertain aid of the trickster Amaranthine Kren to grant a dubious trade of vitality. The target takes 1d8 force damage. As long as it has at least 1 hit point remaining, it then gains 1d10 temporary hit points. While these temporary hit points remain, the target cannot regain hit points. A creature can choose to resist this spell by making a Charisma saving throw. On a success, the spell has no effect.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8, and the temporary hit points increase by 1d10 for every level above 1st.

Added to the spell lists for Bard, Cleric, Warlock

RANZANG'S OATHBOND

3rd-level enchantment (ritual)
Casting Time: 10 minutes
Range: Touch
Components: V, S, M
Duration: 30 days
You and up to five willing creatures hold hands and form a sacred oath. The oath you all swear must vow that you will or will not do something within the next 30 days, and must be sufficiently important and difficult as to please the Amaranthine Ranzang. When you cast the spell, you determine the wording of the oath, but all participants must agree to it for the spell to be effective. The GM determines if the oath is sufficient. Any attempts to cast this spell on a creature already affected by it fail. This spell can only be dispelled by divine intervention or the use of the wish spell. While bound by this oath, creatures gain the following benefits:

- They can use the Help action to assist another creature bound by the oath as a bonus action.
- Once every 24 hours, while doing something related to fulfilling their oath, creatures can receive Ranzang's blessing, adding 1d8 to an attack roll, skill check, or saving throw.

Breaking the Oath. If a creature willingly or unwillingly breaks the oath, it takes 4d8 psychic damage, and all the other creatures that swore the oath learn that the creature broke it, regardless of distance.

Added to the spell lists for Bard, Cleric, Druid, Paladin, Ranger

RUMBLEVISION

1st-level transmutation
Casting Time: 1 action
Range: Self
Components: S
Duration: Concentration, up to 1 minute
You amplify your connection to the energies of the earth, granting you the ability to detect movement through vibrations. For the duration of the spell, you have tremorsense out to a range of 60 feet. Once before the spell ends, you can grant yourself advantage on either one weapon attack roll against a creature you can sense with your tremorsense on your turn, or one Dexterity saving throw.

Added to the spell lists for Cleric, Druid, Ranger, Sorcerer, Wizard

Ranzang's Oathbond brings strength to loyal folk

SHAPE PLANTS

4th-level transmutation
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Special
You call upon gentle natural magics to alter the growth of plants. Any plant life you can see within range that fits within a 5-foot cube can take on whatever shape you desire. Additionally, if the plant is a bramble, or capable of growing thorns, you may turn the affected plant life into difficult terrain, causing 2d4 points of piercing damage for every 5 feet moved through the area you shaped. You may also increase or decrease the number of flowers, vines, leaves, thorns, branches, or fruits produced by any plant you shape.

After one hour, the magic of your spell fades, and the plant resumes its normal shape. If you can use *speak with plants* (or a similar ability) to communicate with the plant, you may persuade it to retain its new form. Different plants have different feelings and attitudes, and if the form is too different from its natural shape, it is likely to decline. If the plant accepts, at the GM's discretion, it will retain the form you have sculpted it into, in which case the effect becomes permanent.

At Higher Levels. When you cast this spell using a spell slot above 4th level, the size of the cube of plant life you can affect with the spell increases by an additional 5 feet for every slot level above 4th.

Added to the spell lists for Bard, Cleric, Druid

SPECTRAL STAMPEDE

5th-level conjuration
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute
You summon a stampede of spectral beasts that runs in a 30-foot-long, 10-foot-tall, and 10-foot-wide line, originating from you and running in a direction of your choice. You are lifted onto the backs of the spectral beasts and are carried by them. Creatures can move on top of the beasts as if the stampede were difficult terrain. At the end of each of your turns, the line of beasts moves forward at a speed of 40 feet per round.

When the stampede enters the space of any other creature, the creature must succeed on a Dexterity saving throw or take 8d6 bludgeoning damage on a failure, or half as much on a success as they are trampled. When a creature enters the stampede's area, the creature must make a Dexterity saving throw. On a failure, the creature takes 6d6 bludgeoning damage and on a success, the creature climbs onto the backs of the beasts.If the stampede encounters an obstacle it can't break through, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 8th level or higher, you can use a bonus action on each of your turns to direct the line of spectral beasts in another direction.

Added to the spell lists for Druid, Wizard

Vadim Ciocazan

STORMSLIP

4th-level evocation
Casting Time: 1 action
Range: 120 feet (20-foot-radius sphere)
Components: V, S, M (a chunk of amber worth 200 gp)
Duration: Instantaneous
You call down the sky's might to smite your foes and rescue your friends. A 20-foot-radius sphere centered on a point within range fills with rumbling potential energy. You can teleport a number of willing creatures in the area equal to your spellcasting modifier to unoccupied spaces on the ground within 20 feet of you. All other creatures remaining in the sphere must make a Constitution saving throw, taking 5d8 thunder damage on a failed save, or half as much damage on a successful one.

Added to the spell lists for Cleric, Druid, Sorcerer, Wizard

TRACK QUARRY

2nd-level divination
Casting Time: 1 bonus action
Range: Self
Components: S
Duration: Concentration, up to 1 hour
As a bonus action, you heighten your senses to hunt down elusive prey. While the spell lasts, you make Perception checks that rely on smell with advantage, and you can make these checks as a bonus action.

Scenting. When you succeed on a Perception check to smell an invisible or hidden creature, your attack rolls against the creature do not have disadvantage. When you hit with an attack against a creature you have discovered in this way, your attacks deal an extra 1d4 damage.

Tracking. You can distinguish and follow trails of scent left by creatures within the past 8 hours for the duration of the spell.

Added to the spell lists for Paladin, Ranger

Vadim Ciocazan

a mustel ranger uses track quarry to find their next meal

Chapter 2

2 Exploring Wesden

The World of Everden

Everden is a world of magic springing from nature. The people dwelling here resemble animals and birds, each with their own natural skills and talents. The land, skies, seas, and lives of Everden's folk are all touched by fundamental guiding forces that give the world its unique character.

The Great Rhythm. The inhabitants of Everden refer to the force that shapes, guides, and connects their world as the Great Rhythm. Like a musical score, the Great Rhythm ensures the notes of creation are played in the proper order—the seasons change, the sun rises and sets, death follows life, and new life springs from death. The conductors of the Great Rhythm are the Amaranthines, deities honored across Everden (see **Religion in Wesden** for more information).

Evertrees. Towering over Everden are the monumental life-forms known as the Evertrees. No two Evertrees look alike, as each grows to suit its local conditions. These massive plants tower over even the largest mundane trees, but it is not just their size that makes them special. Evertrees are sentient, with thoughts and feelings of their own, though they experience existence on a slower timescale than the fast-paced folk who live in and around them. They are also deeply magical. Their roots connect directly to the Great Rhythm, and they act as anchors for Everden, bringing magic and vitality into the world and ensuring the balance of nature is maintained.

There are two Evertrees on the continent of Wesden: Alderheart and Atloh. Alderheart, the Great Tree City, grows in Humblewood. This Evertree is intricately connected with the folk living within its branches, trunk, and roots. Alderheart is loved as a home and sanctuary. The second Evertree, Atloh, grows in the southern Tanglewilds. Here, folk revere the tree as a sacred site, and only the regent and high priestess of the sun, called the faa'seng, is allowed to live in its branches. Still, Atloh provides for its local community in its own way. Resembling an enormous banyan tree, its aerial roots and extensive vines stretch far beyond the reach of its branches and form the streets of the city of Halara.

Elemental Energy. Fire, water, air, earth, and all their myriad combinations dance to the tune of the Great Rhythm. These natural forces are potent but have not gone unchanged in Everden. While elementals are found elsewhere in Everden, taking on the forms of great animals made from elemental forces, they are vanishingly rare on the continent of Wesden. Here, few have ever seen a true elemental as they were driven to near extinction by a group of arcane-scientists called Fizzars, who trapped them in batteries to power their machines around 2,000 years ago. This had unintended consequences. First, the physical forms of the elementals left behind after their energy was absorbed continue to roam the land as angry undead called hollowings. Second, rocks that once sang with trained arma hedge stonesingers fell silent at losing their elemental kin as the land itself grieved.

Eventually, the vibrant elemental energy of Everden found new outlets in other creatures. Many beasts became elementally touched, sprouting signs of their growing connection with fire, water, air, or earth. Today, creatures such as the air-touched windwatchers, the earth-touched dire mountain lions, the ice-touched maulruses, and the adaptable orephidians that can take on many elemental forms, fulfill the roles that elementals once did in maintaining the balance of nature. Elementals have been missing from Wesden for so long that many folk have forgotten they ever existed.

The Elemental Aspects. The most powerful elementals in Everden are called the Aspects. These primordial beings are the purest expression of elemental energy, ferocity, and power. They remain mysterious. The emergence of the Aspect of Fire in Humblewood has caused more than one great calamity (see the ***Humblewood Campaign Setting***). The Aspect of Water has not been sighted in generations. Rumors swirl that the Aspect of Air resides in the storm-wracked Gasparian Isles far to the east of Wesden, while not even rumors have surfaced about the Aspect of Earth's whereabouts.

In their natural state, the Aspects are part of the cycle of the world. Though they can be highly destructive, heralding forest fires, floods, hurricanes, and other natural disasters, these are also part of the Great Rhythm. The Aspects clear the way for change and renewal.

Traveling in Wesden

CALENDARS

On Everden, there are 360 days in a solar year, divided into 12 months, each lasting 30 days.

There are two major calendars used in Wesden. The Humble calendar originates in Humblewood and is used across the northern and central parts of the continent. In the Humble calendar, years are called songs, and months are called choruses. According to the Humble calendar, the current year is Song 787. Where specific songs are noted in this book, they refer to the Humble calendar. For more information about the Humble calendar, see ***Humblewood Tales***.

The other major calendar is the Luzos calendar, used in the Tanglewilds and wherever the Eluran language is spoken. It reflects both the environment of the jungle and the long history of the Luzos Regency. According to the Luzos calendar, the current year is 3409, as it counts years from the reign of the first regent. While this number is used today, serious historians know it is technically inaccurate. Early regents often adjusted dates to make their own reigns seem longer or scrub the reigns of other regents from the annals of history.

The Humble Calendar

Verse (Season)	**Chorus (Month)**		
The Dawning Verse (Spring)	Glimmerbreath	Glimmercall	Glimmerhush
The Rising Verse (Summer)	Rayswell	Raytrill	Raycrest
The Falling Verse (Autumn)	Shadesigh	Shadetoll	Shadesway
The Fading Verse (Winter)	Deepdraw	Deepchime	Deepstill

The Luzos Calendar

Season (Translation)	**Month (Translation)**		
Arr'luh'uz (The Purring Dry Season)	Hres'luz (Secret sun)	Reeth'luz (Outdoor sun)	Rroo'luz (Traveling sun)
	Hrous'luz (Golden sun)	Vohng'luz (Shrewd sun)	Hrov'luz (Hungry sun)
Ahr'av'lah (The Roaring Rainy Season)	Hrehp'lah (Pouncing water)	Kurkh'lah (Invasion of water)	Shehm'lah (Humid water)
	Sohm'lah (Leaf water)	Mohr'lah (Muddy water)	Lehm'lah(Water that is like a weak stranger)

CURRENCY

The different regions of Wesden use different coins, but they are roughly accepted at the same exchange rate across the continent. Using a Firnveldt coin in the Tanglewilds might cause a merchant to react with surprise, but they will almost certainly take it.

The Frostcaps and the Crystal Expanse have no local mint. People there largely use a mixture of coinage from Humblewood and Firnveldt. Although coins are minted in the Stormcrag city of Cleave, much of the region relies on bartering rather than money. Platinum coins are only minted in the Tanglewilds, and the Eluran name Fah-Hrous (meaning "great gold") is used across the continent.

TRANSPORTATION

Traveling across Wesden poses different challenges depending on the region. The Horned Ridge mountain range that divides Humblewood from Firnveldt provides a serious obstacle to all but the most adventurous and determined travelers. Most of the giant insect mounts used in Humblewood can't endure the conditions, and Firnveldt's gargaths are the only beasts reliably capable of making the crossing. Traveling in the Frostcaps poses similar challenges, and reaching the Crystal Expanse requires serious planning and provisioning for explorers wanting to venture into the frozen north.

In contrast, Firnveldt and the Tanglewilds enjoy strong trading connections. Herds of gargaths bring loaded wagons across the grasslands, and ships ply the western and southern coasts when they aren't kept in port by storms. Travel here is relatively easy, though wise travelers prefer to travel with a group to defend against the dangers such as the predatory grassbeaks of the grasslands and the tythrans stalking the jungles. River travel is also well developed in both these regions, providing a faster but more expensive route for those able to pay.

Although it lies between Firnveldt and the Tanglewilds, Stormcrag remains quite isolated. Its mountainous terrain and tumultuous weather make travel particularly difficult. Despite this, paths have been cut into the stones by the Stormfolk, and gorges are spanned by sturdy bridges. The fastest way to travel in Stormcrag is to befriend a windwatcher. These reptilian creatures have an unmatched mastery of the skies and have been known to offer rides to folk they like.

Currency

Denomination	**Firnveldt Name**	**Humblewood Name** (Slang)	**Stormcrag Name**	**Tanglewilds Name** (Translation)
Platinum piece (pp)	—	—	—	Fah'hrous (Great gold)
Gold piece (gp)	Gold Roq	Gold acorn (Aller)	Sunround	Hrous (Gold)
Silver piece (sp)	Silver Peb	Silver acorn (Grif)	Starbit	Wawth (Silver)
Copper piece (cp)	Copper Grav	Copper acorn (Darn)	Pawpiece	Meh'wawth (Little silver)

A merchant's earnings from across Wesden.

Nine Simpson

LANGUAGES

Across all of Everden, birdfolk share a common tongue thanks to their mystical connection to the spirits of the air. Thus, the Birdfolk language is used across cultures and regions by birdfolk and non-birdfolk alike for ease of communication, serving as a common tongue in Everden. The written form of Birdfolk is called Humblescratch.

Other languages are spoken more or less widely depending on the region and population. Each language originated with a particular ancestry, but folk of all kinds learn the languages that are most useful and interesting to them. The new languages introduced in this book are:

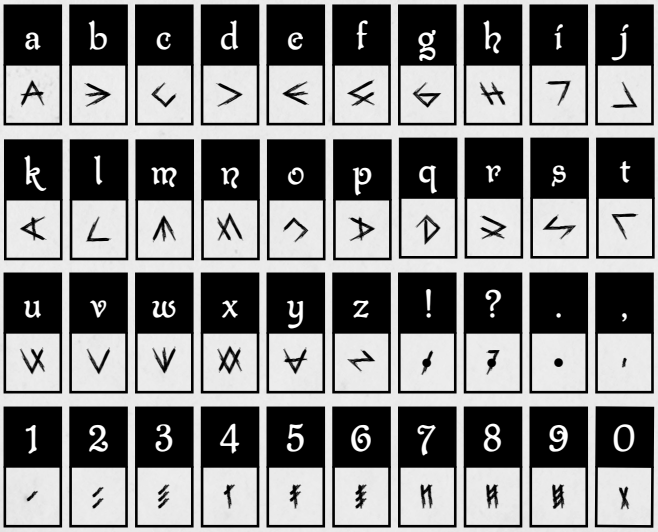
Capran. Caprans diverged from the Cervan language long ago, and it incorporates a written form of runes. Capran and Cervan speakers can understand some but not all of each other's speech. To others, Capran sounds rhythmic and guttural. Capran literature has a strong tradition of rhetoric, and many of its greatest works take the form of dramatized debates.

Eluran. Eluran is the main language of the Luzos Regency in the Tanglewilds, where it is used as much as Birdfolk. It is filled with soft sounds and combines single-syllable concepts to build complex words. The Eluran script emerged from slashes that early elurans could make with their claws, giving it a looping calligraphic form. Scent is an important element of the written language. A text's meaning can be changed entirely by applying different perfumes to it, such as lending it sincerity or irony, tragedy or comedy. Where scent can't be applied, scent words are often added at the end of sentences to convey emotional intent.

Mustelese. The Mustelese language has the fewest speakers in Wesden. Non-speakers may be surprised by its huge range of tones which vary from deep growls and snarls to chirps and trills. Each tone changes the meaning of a word completely. There is no unique alphabet for Mustelese, so it is written with a modified form of Humblescratch that includes special symbols to indicate tones. There is a strong tradition of oral storytelling in Mustelese. Sagas of revenge and endurance are passed down in families for generations.

Tilian. Tilian is described by some as a slippery language thanks to its rapid pace and heavy use of alliteration. It is completely unlike any of the other languages of Wesden, sharing no grammar and little vocabulary with them. A typical Tilian sentence is filled with rhyme, rhythm, and tongue-twisting syllables. The written form of Tilian uses clusters of dots and stripes to form letters, derived from early tilia using their hands to "print" onto leaves. Today, Tilian writers use brushes and inks in vibrant, alchemically derived shades.

Humblescratch Cipher



Eluran Alphabet

Eluran Letter	Pronunciation	Eluran Letter	Pronunciation
	A		F
	AH		G
	AI		H
	AO		K
	AW		L
	A		M
	AH		N
	AI		P
	AO		R
	AW		S
	E		T
	EE		V
	EH		W
	EI		Y
	EU		Z
	I		RR
	O		HR
	OH		KH
	OO		NG
	OU		SH
	OI		TH
	U		TL
	UH		ZH
	UR		

Eluran Punctuation	Type
	. (period)
	, - (comma or hyphen)
	' (apostrophy)

FACTIONS

There are several groups and organizations that operate across Wesden. Some of these include:

The Tenders. This order of druids and nature mages began in Humblewood hundreds of years ago under the tutelage of the ancient treants. They have been instrumental in dealing with the forest fires plaguing that region and their collaborative attitude with nature is very influential. The Tenders have since spread across Wesden, bringing their combination of druidic sensitivity and scholarly rigor to other regions. Wherever they are found, Tenders work with the local fauna and flora. In the Crystal Expanse, the Sunsworn Tenders monitor the fluctuations in the spreading and receding ice. The Skysworn Tenders work closely with the capran Stonehoof Protectorate, particularly in improving agriculture.
The Tenders of Stormcrag, called the Stormswept, are a loose association of members who work independently compared to the other more hierarchical branches. The most recently established branch of the Tenders is in the Tanglewilds. In the few years they have been operating, these Wildgrowth Tenders have already gained a reputation for bravery in solving problems for both Tanglefolk and the jungle.

The Wesden Explorers' Association. Also known as the Fortune Seekers, this guild of adventurers maintains outposts all over the continent. They offer their members lodgings and camaraderie at their guild houses, which are a popular destination with explorers wanting to swap stories with their fellows. Adventurers can also pick up work from the notices posted by the public at the guild houses. Anyone seeking information, maps, or rumors ahead of their next expedition can find something useful at the Wesden Explorers' Association.

The Khorr'eith. The spy network of the Luzos Regency operates within its own territory and beyond. Most agents are informants, passing news, gossip, and secrets back to base in Halara using ciphers and codes. However, a few are highly trained luhz kehsh warriors capable of infiltration and elimination of threats. The goals of the Khorr'eith are to be aware of any problems that might threaten the Regency and deal with them before they erupt into chaos if necessary. The spy network rarely intervenes directly outside of the Tanglewilds unless there is a direct threat to the Regency. Currently, Pia, the sister of the regent, leads the Khorr'eith, but this fact is kept highly secret even to most members of the network. She uses her role as high priestess of the moon as cover, as have generations of her forebears.

The Knights of Knowhere. This secretive order of paladins is dedicated to safeguarding ancient Fizzar knowledge. They operate from a fortress deep within the Stormcrag mountains, but their knights are scattered across Wesden, searching for and hiding away ancient technology. The order has existed since the Shattering, but it has long forgotten why it obscures all traces of the Fizzars. Despite this lack of self-understanding, the knights operate with intense dedication to their task. They keep their own existence hidden, traveling under various different guises such as scholars, teachers, or traders to better keep their secrets.

Wesden Explorers' Icon

Khorr'eith Icon

Knights of Knowhere Icon

Nine Simpson

Humblewood and Its Hinterlands

Humblewood is a vast land east of the Horned Ridge mountains, covered by the ancient temperate forest from which it derives its name. Between the forest and the Horned Ridge are the muddy swamplands of the Mokk Fields. In the east of Humblewood rise the Crest Mountains, and to the south of the Wood lie the tumultuous shores of the Talongrip Coast.

Alderheart. At the center of the Wood, towering over even the eldest trees, stands the city of Alderheart. Shaped and sculpted by druids into the branches and trunk of a venerable Evertree, Alderheart is the metropolitan hub of Humblewood. Folk from across Everden mingle in the city's bustling markets while the less fortunate scurry through the dark tunnels in its roots. Many adventurers get their start in the Great Tree City, soon finding their journeys taking them all across Wesden.

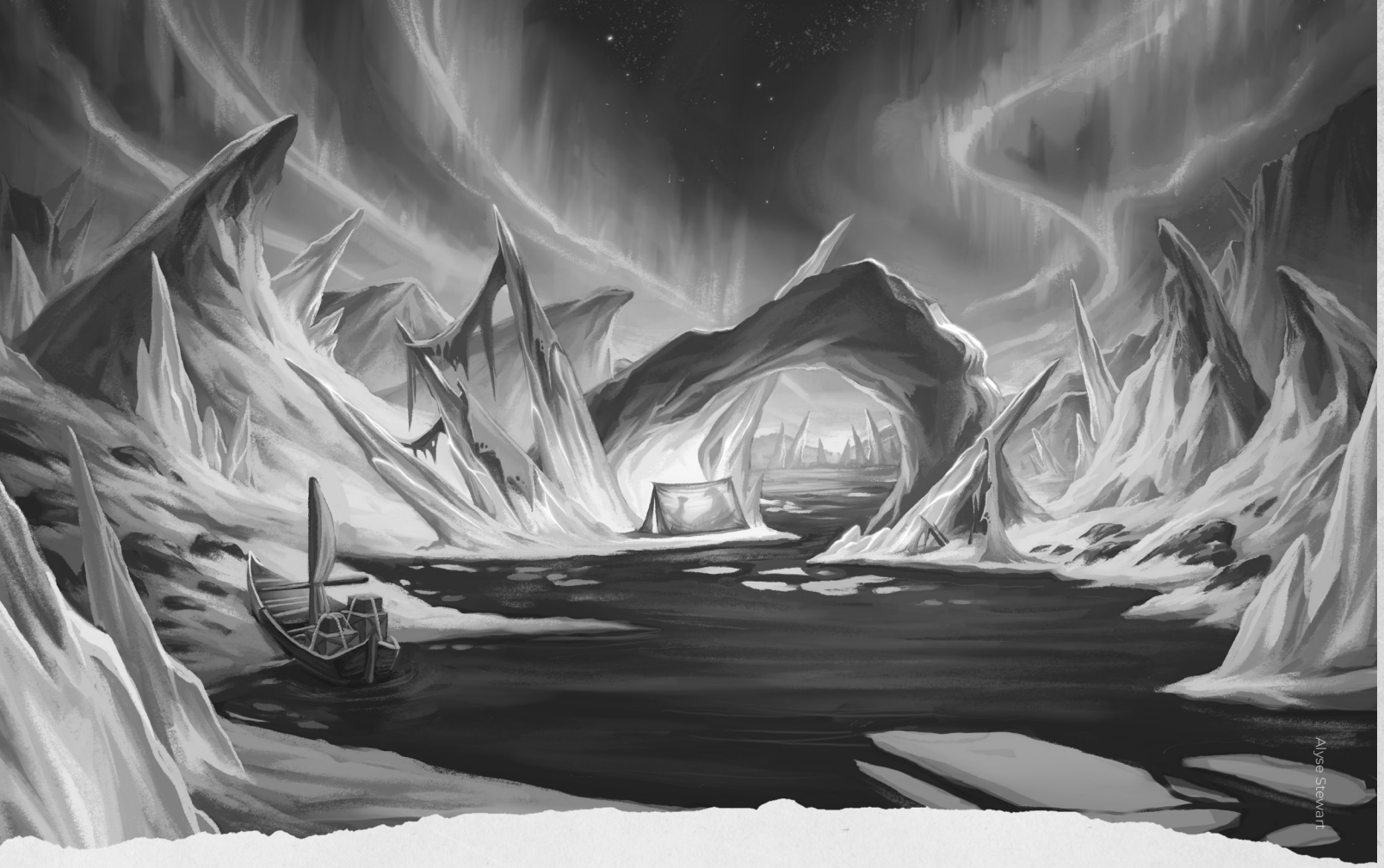
Divided Folk. In Humblewood, there has long been a cultural and social distinction between the birdfolk and the humblefolk, which is far less present elsewhere in Wesden. In recent years, tensions have risen between the birdfolk of Alderheart and the humblefolk that live in the greater Humblewood forest, driven by mysterious wildfires that pushed them out of their homes. Despite the recent quelling of the flames and the defeat of the Aspect of Fire that caused them, some humblefolk still harbor mistrust for those in power in Alderheart.

Venturing Beyond Humblewood. Many well-worn wagon roads stretch westward and northward from the forest, leading to several dangerous paths over both the Horned Ridge and the ice-covered Frostcap mountains. These routes are well known to travelers, and local guides make their living leading adventurers and merchants safely through the dangerous passes. Particularly brave travelers can also find their way to Firnveldt via the still-under-construction Underway, a subterranean river tunnel dug straight through the rock.

More information about the Humblewood region can be found in the ***Humblewood Campaign Setting*** and ***Humblewood Tales***.

A humble research station looks out over the Horned Ridge Mountains

Makenna Karp



The Crystal Expanse

THE CRYSTAL EXPANSE

A blizzard paints the world white. Wind tears at you, threatening to push you over on the slippery ice and snow beneath your feet. Yet up ahead, you see blue light, bright enough to shine through the whiteout. A spike of vivid, glowing blue crystal juts from the frozen ground, its origin a mystery.

The Crystal Expanse is a wide archipelago that lies to the north of Wesden across the Bladesea. Ice covers the land and sea year-round. The western region of the Expanse, called Bitterland, is largely unexplored save for the coasts; the central area, Endridge, is dominated by massive glaciers, and folk spend the summers here in a handful of settlements and research stations. To the northeast, the chain of islands called the Crystal Wastes comprise the most dangerous and desolate portions of the Crystal Expanse.

The Shattering. The Crystal Expanse was not always such a cold and forbidding place. 1,600 years ago, the archipelago was connected to Wesden and had a far warmer climate. However, when a world-changing Fizzar experiment attempting to control the power of the **Aspect of Water*** shattered the continent, the islands of the Crystal Expanse were formed, and the region became locked under a blanket of ice. The Aspect's frigid power infuses the landscape and the creatures here, though there has been no sign of the primordial elemental itself since the Shattering.

Crystal Tears. Among all the extraordinary sights in the Crystal Expanse, the crystals that gave the region its name are among the most beautiful and mysterious. These massive blue obelisks glow with an eerie light. When the swirling auroras overhead shine their brightest, they seem drawn toward the tips of the crystals. All attempts at taking a sample to study the crystals have failed, as their surface is impenetrable. Some believe the spires are magically infused ice, while others think they are arcane stones crafted by those who lived here before the Shattering. The crystals range in size from the height of a brightfang mustel to as tall as trees.

Newcomers to the Crystal Expanse are warned not to touch the crystals, as doing so produces visions of plunging into an endless, tumultuous expanse of water and a feeling of anguish, which gives them the name of Crystal Tears. Folk living in encampments near a crystal watch out for those who have become lost in this watery reverie despite the warnings. The hidden truth behind the Crystal Tears is that they were created by the Aspect of Water's grief when it was sealed away inside a Fizzar battery. Folk who touch the crystals experience an echo of its misery and torrential power.

Travel. Trekking through the Crystal Expanse is not an expedition to be taken lightly, but for those with immense determination, proper equipment, and warm coats, it is an unforgettable experience. The region possesses unparalleled beauty—the light reflecting through the crystals and ice creates glittering landscapes that, at certain times of day, seem to glow with an internal light. If the adventurers are particularly lucky, they may witness the most striking natural phenomenon of the north: the auroras, a spectacular light show of dancing blue, greens, and purples that illuminate the night sky.

Most explorers in the region use skimmers, flat-bottomed sleds that can also be used as a boat for short-range travel. Skimmers catch the strong winds that whip across the expanse in their sails, but a lack of wind or an unlucky direction of a gale can strand unlucky travelers.

Dangers. Countless explorers have been lost to the sudden collapse of a glacier wall, the icy embrace of a crevasse, or whiteout storms that trick the senses. The cold saps explorers' energy, and anyone who ventures out unprepared is surely doomed.

While few folk live here, the Crystal Expanse is far from lifeless. This land is the domain of the giant **maulruses*** who live above and below the frozen seas. **Slushy slimes*** rely on freezing temperatures to keep their icy bodies from melting. Seabirds wheel overhead near the coasts. There are also rumors of creatures that look like folk appearing in storms and snatching up unlucky folk from their beds.

New Expeditions. Since the rise of the Aspect of Fire in Humblewood, new ocean routes have formed between the major landmasses as some of the archipelago's ice has melted. This melting has begun to release the Crystal Expanse's secrets from their tomb of ice, drawing increasing numbers of researchers, treasure-seekers, and adventurers.

A mighty maulrus protects her pup

Nine Simpson

Riccardo Piovan

The Frostcaps

A fast-flowing river roars through the valley filled with still mountain air. Ice creeps across the river surface, heralding the end of the brief summer. In the shadow of the mountains, your breath plumes in the crisp air.

At the northern end of the continent of Wesden, the Horned Ridge alps give way to the Frostcaps. A heavy layer of snow and ice covers the Frostcaps mountains year-round. Crisp, fast rivers wind between the peaks and feed deep, icy-cold lakes of clear water. The Frostcaps may be dangerous and rugged, but they also contain wide, untouched expanses; the smell of pine; vast stillness; and spectacular views.

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Life in the Frostcaps. Settlements in the Frostcaps are few and far between, and those who choose a life in the remote peaks tend to be fiercely independent and love the quiet frontier. As the frozen ground is unsuitable for farming, hunting and fishing are essential skills to feed a family.

Frostfolk. Despite treasuring their profound independence, Frostfolk are incredibly hospitable to guests. Often, the kindness of a stranger is the only thing sparing a traveler from the elements, so a clean bed, a hot meal, and a friendly ear are easily found. However, overstaying this welcome or abusing that trust has a high price—Frostfolk know how to defend themselves and aren't afraid of a fight.

Firnveldt

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A cloud of dust rises into the air as the herd of gargaths approaches. Their hooves rumble the earth. Low bellows mingle with the peel of bells and shouts from the herders. All around, the grasslands stretch as far as you can see, touching the vast blue sky at the horizon.

Firnveldt is a wide land encompassing sweeping grasslands, deep forests, and high peaks. It lies west of Humblewood, stretching between the Horned Ridge Mountains and the Bladesea. Due to the cold air and rain that blows in from the ocean, the weather here is harsher than the milder climate found east of the mountains. Today, Firnveldt is home to gargaherds guiding enormous herds of **gargaths*** through the grasslands, famed markets and ports bustling with food and trade, and folk who carry Arghan's fearless, adventurous spirit. Firnveldt is divided into three major regions, the Gargan Steppe, Rimewood, and the Horned Ridge, each with its own ecosystem and way of life.

POLITICS OF FIRNVELDT

The current lord protector is a capran named Raf [they/them]. Before inheriting the role from the previous lord protector, they belonged to the Tenno Clan. They are a taciturn tethera capran who rarely lets emotion show on their long face. Although many Veldfolk resent the Protectorate's influence over their lives, others appreciate the stable and predictable governance that Raf brings. Raf was a loyal part of Hurtle's Velden Guard, but now that they govern the Protectorate, they are troubled by the growing tensions in Firnveldt. They do not want to be the first lord protector in 440 songs to allow conflict to break out. Raf is also troubled by the whispers that they are simply a puppet of Hurtle, who is still a prominent citizen of Caprabaar despite her retirement. The new lord protector wants to be admired for their own leadership skills.

Grand Secretary. Raf is advised by Grand Secretary Khando Pluma [she/her], a bright gallus sage. She is the head of the Stonehoof Protectorate's bureaucracy and is convinced the Protectorate is in cultural and moral decline. She believes bringing Rimewood fully into the Stonehoof Protectorate and quelling dissent will reinforce the Protectorate's authority and stability.

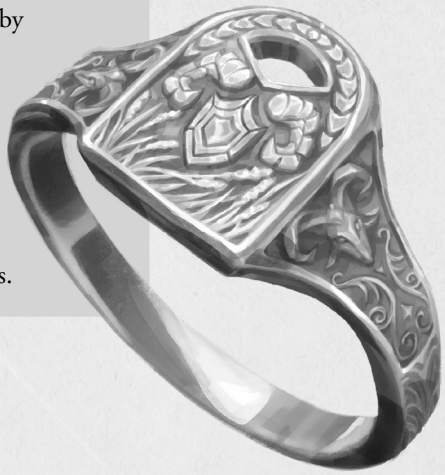
Supreme Treasurer. Supreme Treasurer Luza [they/them] is Raf's other chief advisor. They are a moon eluran merchant who supervises the flow of trade, market laws, and foreign diplomacy. Luza is desperate to avoid conflict in Rimewood, preferring to focus Lord Raf's attention on securing the trade roads from Mandrabaar to Cleave and across the Horned Ridge to Humblewood. They are particularly concerned by the rumors that some trips are turning to banditry in protest of the Protectorate's restrictions on where and when they can herd their gargaths. Luza believes that if this is allowed to continue, the peace Firnveldt has long enjoyed will splinter apart once more.

The Lord Protector. As both the general of the Velden Guard and the political leader of the Protectorate, the role of lord protector is both prestigious and heavy with responsibility. The title of lord protector is passed down not to the children of the previous lord, but to an heir they pick from among their closest confidants. When a lord protector ascends to the role, they give up their own clan name or family name and take on the name Stonehoof as a sign of their dedication to the Stonehoof Protectorate over their own family interests. In the centuries since the first lord protector established the Protectorate, the role has been filled not only by caprans but by figures of various ancestries.

The sign of the office of the lord protector is a gold signet ring used to stamp official documents. Each lord protector has a new ring commissioned when they take office. The lord protector's ring is similar to the signet rings used by the leaders of capran clans, but it is far larger and more ostentatious.

Nomadic Trips. The nomadic groups who roam these lands are called trips from the old Capran word for family. These trips continue to live according to the old rhythms of life on the steppe. They travel with the wind amongst the waving grasses, herding gargaths—enormous, furry, creatures for which the Gargan Steppe is named—and pausing for extended times to trade handicrafts, gargath meat, wool, and cheese for wood, metal, and other supplies.

The trips believe that freedom is the key to survival and that only fools think anything to be certain. Treasuring the wide-open sky and endless stars, they prefer to travel the plains, going to wherever they feel they are most needed. Many resent the settled ways that the Stonehoof Protectorate promotes, but they have little martial power compared to the Velden Guard. Thus far, hostilities have not broken out openly, as neither side wants to be responsible for breaking the peace that has reigned in Firnveldt for centuries. Still, some among the trips argue that they should use their greater knowledge of the steppe to disrupt the Protectorate's trade routes and start training war gargaths once more.



Celia Tang

Stormcrag

Lightning cracks, illuminating the dark mountainside for a single dazzling moment. A wind, strong enough to blow travelers off the narrow alpine path, whips between the peaks, snatching at cloaks, whiskers, and feathers. Rain pelts down, obscuring vision and causing scree to shift and tumble. Up ahead, a warm glow emanates from an open door that leads you right into the mountainside. A friendly welcome away from the harsh elements awaits you inside.

Creation Myth. It is said that Stormcrag is a land created by spirits of all four elements—earth, air, fire, and water—dancing together in celebration. With their leaps and thunderous revelry, the elemental spirits shaped the spine of Wesden. Earth and fire entwined to form a string of volcanoes that erupt from the southern Tanglewilds all the way to the Frostcaps. Water's gentle caresses turned violent against earth's rocky cliffs, defining the boundary between land and sea. Air's cool breath, icy and harsh, chilled fire's heat and drove the terrestrial warmth deep beneath the ground. In concert, the spirits formed Stormcrag, a region of snow-capped mountain peaks, frigid winds, rocky seaside cliffs, and storm-wracked coasts. Today, while its elemental spirits have all but vanished, Stormcrag remains a place where the harshness of nature runs wild.

Though part of a larger chain of mountains that stretches up Wesden, Stormcrag comprises only the region between the northern tip of the Tanglewilds and the southern reaches of Firnveldt. Stormcrag is divided into four main regions:

Flashcrest. A spur of land jutting west into the ocean, Flashcrest is rocky and largely barren inland. Most days, lightning crackles across the peaks of its mountains. Conversely, the coastal region is home to many settlements that trade with the Tanglewilds and Firnveldt.

Hearthcrags. Southeast from Flashcrest looms the Hearthcrags, a range of mountains protected from the worst of Stormcrag's weather. The Hearthcrags are home to numerous high-altitude warrens and several small shoreside settlements. Well-worn switchbacks line the cliffside, linking the high warrens and the fishing villages that dot the coast.

Nine Simpson

Scarpikes. Traveling south, the Hearthcrags give way to the towering Scarpikes. Buffeted by winds and storms from both the Spellsea to the west and the Songsea to the east, the Scarpikes endure the harshest conditions in Stormcrag and are thus the least inhabited. The tops of these mountains are capped with snow year-round.

Greenspine. In the south, the forest-shrouded Greenspine Mountain Range rises from the edge of the Tanglewilds. This region enjoys the warmest weather in Stormcrag, and its lower hills are always green with vegetation. Folk here share many cultural similarities and close ties with the Tanglewilds.

LIFE IN STORMCRAG

Stormcrag's rocky mountainsides and tumultuous weather make life hard. Settlements lie scattered and distant, with much of the region uninhabited. Still, the Stormfolk create joy and comfort in the extremes of their home thanks to a strong culture of community, compassion, and hospitality.

Warrens. Warrens, the main settlements in the high mountains, are villages built underground. Some warrens are constructed inside natural caves, while others are excavated. In contrast to the harsh landscape outside, warrens are well-lit and cozy. Generations of families share burrows connected to their neighbors by tunnels, and there are many communal and storage areas. Warrens are tight-knit communities with all the benefits and drawbacks of living so close together. Everyone feels entitled to know each other's business, and a Stormcrag proverb goes, "Secrets in warrens last no longer than a whisker's twitch." While warrens were originally founded by rockburrow jerbeen, they are now home to folk of all kinds.

Coasts. Though the rough peaks of Stormcrag are mostly barren save for the warrens, the region's coasts are alive with mysterious caves, fishing communities, and the region's only city, Cleave. The sea caves are also home to many **lightning orephidians***. These sightless reptiles are infused with the electric energy that is concentrated by the mountains' caves. The great serpents called wakewyrms are often spotted off the coast, but weather remains the greatest threat to ships. (For more information about wakewyrms, see the ***Humblewood Campaign Setting*** or ***Humblewood Tales***.)

Economy. Stormcrag is less wealthy than its neighbors, with most folk making their living through foraging or fishing as well as a craft. However, the chilly, damp climate and intense elevation of the region provide a perfect environment for potent herbs, useful in cooking, for teas, and as components for potions and medicines. The rarity of these valuable herbs means many Stormfolk gather or grow rare herbs to trade as well as use for themselves. Stormcrag has a long tradition of training potion-makers in the delicate art of herbalism, crafting specialized and high-quality remedies sought across Wesden. It is also home to some of the finest fisherfolk in Everden. When the storms subside, the seas around the Hearthcrags and Flashcrest offer up rich catches of fish and shellfish.

Dangers and Defenses. The cracked landscape and frequent storms are not the only dangers in Stormcrag; monsters such as **dire mountain lions*** and **earth orephidians*** roam the mountains, while landslides and avalanches carry off travelers on the narrow stone paths. The growing season is short in the high mountains, and travelers must be prepared to face bitter cold, howling winds, and thin air or risk becoming another casualty of the peaks.

Warrens protect their people with a warning system. On a rotating schedule, the elders of a warren sit and keep watch near the doors. If the weather permits, they sit outside in the small entryway gardens, enjoying tea with one another while staying alert. When danger threatens, they signal folk to retreat to the warren with loud warbling calls amplified by the natural landscape or by flashing mirrors reflecting bright lanterns in the night.

Stormswept Tenders. Unlike other branches of the Tenders, the Tenders of the Stormswept Oath have no central base of operations. Instead, their members roam the region or settle within communities. These Tenders have a reputation for practicality over spirituality, willing to use unorthodox methods to achieve their goal of fostering harmony between the Stormfolk and the brutal landscape. Some branches disapprove of the Stormswepts' lack of organization, as they ignore the hierarchy used by other Tenders.

POLITICS AND THE STORMPACT

The wide distance between settlements in Stormcrag forced communities to develop independently. As needs vary wildly between settlements, warrens and villages are self-governing. Most make decisions by community vote, though some larger settlements have established councils.

The Stormpact. Rather than an overarching authority, the disparate communities of Stormcrag are not bound to regional fealty but by shared interests. During times of great need or dire threat, Stormfolk unify under an alliance known as the Stormpact. The Stormpact has gathered fewer than a dozen times in recent memory, such as following the devastating storm called Reya's Wrath and when the Pirate Queen Bloodbeak burned the city of Cleave. Should the need ever arise, Stormcrag's people will surely unify to face the challenge together once again.

The Tanglewilds

THE TANGLEWILDS

The jungle hums with life. Heavy humidity hangs in the air, soaking fur and feathers, and pearling on scales. Thick scents of vegetation mingle with the fragrance of vivid flowers and rich, dark soil.

A tropical jungle stretches across the southern reaches of the continent of Wesden. Nestled among the sea of trees is a vibrant society that has built its foundation within and alongside nature at its most lush. Inland, mist snakes down from the towering Oh'toh'oh Mountains like a living creature. Steps carved by tenacity and time curve around sloping hills, down into the hearts of lively cities and perches built among the trees. Along the southern Pearl Coast, the thick jungle gives way to fertile, flat farmlands nourished by the region's rich volcanic soil.

The Tanglewilds' jungle trees form a dense canopy. Below the canopy, the forest floor is choked with nearly impassable vegetation. Brilliantly colored flowers stand out against the thousands of shades of green.

Eluran Influence. The Luzos Regency, ruled by a family of sun elurans for over 3,000 years, has shaped the region's culture. The Tanglewilds is the only place in Wesden where Birdfolk is not the most common language, as most folk speak Eluran. Other aspects of eluran culture, such as the use of perfumes and written communication, remain prominent throughout the jungle. Tanglefolk value politeness and a strict set of manners among acquaintances and strangers, and they hold a reputation for being less immediately welcoming than other folk in Wesden.

Travel and Transport. The swiftest way to move across the Tanglewilds is by river. Boats made of woven reeds carry goods and travelers along the winding waterways. Flat-bottomed barges pulled by trained **kappu*** are the slowest but cheapest option, while slimmer leaf boats use magic to gain speed.

Where the rivers don't reach, there are a few roads kept clear by the Regency's forces. Untended paths quickly become covered by the jungle's rampant growth. Only adventurers venture off these roads and into the deep jungle.

Alannah Rose

Dangers. The jungle is home to many predators that eagerly hunt folk who wander away from the safety of the settlements. Travelers can be lured to their doom by the sweet scent of a **golden suneater*** or **feliad stalker*** and stumbling into a **tanglewasp*** nest can be deadly. Some daring packs of reptilian **tythrans*** even hunt in smaller villages and on the outskirts of cities.

The frequent rains that keep the jungle lush can pose difficulties for unprepared travelers. Though days in the Tanglewilds are sweltering, its nights can grow cool. Kindling a fire in a rainstorm is nearly impossible, and flash floods are also common during the rainy season.

POLITICS OF THE TANGLEWILDS

Legend holds that the Tanglewilds were created when the Amaranthine sisters Khaluz the Bold and Eresutha the Hidden had their first argument. Stories differ as to whether it was a petty quarrel, a bout of rough play, a philosophical debate, or a particularly violent game, but they all agree that the Amaranthines' tussle was divine and terrifying. It formed land out of the ocean floor which would become the Tanglewilds. Drops of Khaluz's hot blood gave rise to the Tanglefolk, while Eresutha's cool tears blossomed into the jungle's flora and fauna. After the two sisters settled, they became fascinated by the life they had created. Wanting to protect their creation, Khaluz appointed a steward of the jungle. Khaluz chose a sun eluran named Luzos as the first regent (or faa'seng in Eluran) of the jungle, establishing the Luzos Regency that still controls much of the region to this day.

Faa'seng, the Regent. As well as being the ruler of the Tanglewilds, the regent is also the head priestess of the Khaluz, the Amaranthine of the sun. The regent's regalia uses symbols of the sun to express the regent's power and divine connection. Historical doctrine teaches that the regent acts as ruler until the day Khaluz descends to rule herself, but in hushed voices, some folks ask: if the faa'seng is truly a regent, then whose regent is she?

The current regent is **Elisa*** [she/her]. She is a sun eluran with piercing golden eyes and black fur marked with subtle rosettes. Elisa became regent at a very young age after the death of her mother. Despite her youth, she outmaneuvered those who sought to exploit an inexperienced regent and proved herself a ruthlessly capable ruler. The Regency has enjoyed a time of prosperity in the 30 years she has sat on the throne. Although Regent Elisa values stability, she is not overly bound by tradition. She is keen to push the Regency forward and take advantage of innovations that could improve the lives of her people.

Troublesome tanglewasps give chase

Nine Simpson

The duties of a Regency can be lonely but Elisa is kept company by her constant companion, her pet **radiant orephidian***. Elisa named the orephidian Rreem, the Eluran word for treasure, and she is utterly devoted to Elisa.

The Sun Council. The Sun Council advises the regent. It is made up of high priests from across the Tanglewilds. Each major Amaranthine worshiped in the Tanglewilds is represented on the council, save for Khaluz, who is spoken for by the regent. Each council member is trusted with representing the wisdom of the Amaranthine they follow so that the regent can make a balanced decision. The Sun Council also has a duty to check the regent's power. This often leads to friction in the legal halls of the palace.

Uth'ehon, the Moon Priestess. Acting as a parallel branch to the Regency, Eresutha's worship is always led by the sister of the regent. The moon priestess (called uth'ehon in Eluran) has a less public role than the regent, leading nighttime worship in the secluded Moon Temple in Halara and practicing divination magic on behalf of the Luzos Regency. She also sits on the Sun Council as the representative of Eresutha. However, the moon priestess has long held a secret second role as the Regency's spymaster, directing a network of informants that spreads far beyond the Tanglewilds.

The current moon priestess is named Pia [she/her]. She is the younger sister of Regent Elisa and only ascended to her position 10 years ago upon the death of her aunt. She is a sun eluran with pale fur, dark gray spots, and the piercing golden eyes that mark the Luzos line. In contrast to her forthright sister, Pia is more reserved. She rarely speaks, but when she does, folk listen, as she is renowned for her wisdom. Publicly, she is seen as gentle and a little unworldly. In truth, Pia uses this perception to move unnoticed in the Regency court and across the Tanglewilds, taking care of the interests of the Regency from the shadows.

Pia, the Moon Princess

Rowan Holloway

Mur Kengur, the Red Fangs. The Red Fangs (Mur Kengur in Eluran) are the daughters of the regent. These sisters grow up preparing and studying to become the regent or moon priestess. Until they do, they serve the Regency, often participating in the martial or arcane defense of the Tanglewilds. Upon the death of either the regent or the moon priestess, the Sun Council chooses one of the Red Fangs to assume the role, selecting the sister best suited for the position.

HALARA, STAR OF THE TANGLEWILDS

In the northwest of the Tanglewilds sits Halara, the capital of the Luzos Regency and the largest city in southern Wesden, rivaled only by Alderheart in Humblewood. Treeshaped vines serve as roads throughout the city and treeshaped plants and branches form the buildings. Thousands of years ago, Halara began as a cluster of sun eluran families harvesting fish and vegetation from the mineral-rich Lake Halarr—a crater lake formed by the last eruption of the volcano Tangkehraw. While the volcano remained mostly dormant, the city did not, growing into the diverse metropolis it is today, granting it the nickname of the Star of the Tanglewilds.

Tangkehraw. Insisting the volcano's slopes are hazardous, the area surrounding Tangkehraw is off limits by decree of the regent. Tangkehraw occasionally rumbles and emits smoke but the actual reason for the directive is that the tilia Fizzar **Natu Tutulatu*** [she/her] and her lab inhabit the volcano. Few other than the regent and the Red Fangs know of the Fizzar's existence. Part of the reason Elisa concealed Natu's presence is Elisa coerced Natu into taking on a handful of Fizzar apprentices. Though Natu is obeying the reagent, Natu worries that Elisa will use her students and the Fizzar technology in unethical and harmful ways.

Atloh, the Evertree. The enormous Evertree named Atloh grows at the edge of Lake Halarr. It is one of the great, magical trees of Everden that connects the world with the Great Rhythm. Atloh's massive central trunk divides into dozens of huge branches, each supported by networks of aerial roots. These aerial roots and Atloh's thick vines extend far beyond the main tree and form the living vinestreets of the city.

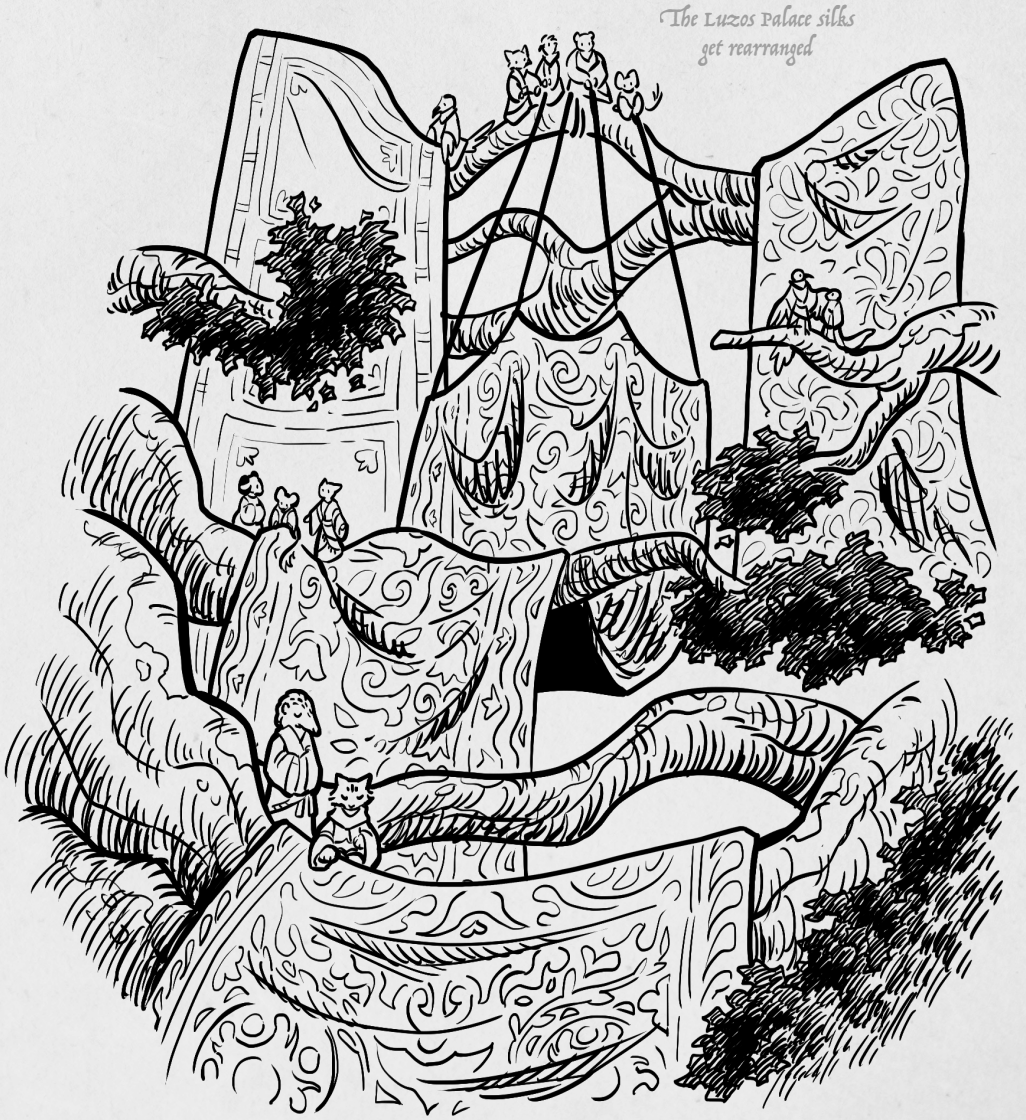
Most buildings in Halara grow directly from the vinestreets. Each structure starts out as an orange and purple hanging fruit and once the fruit is ripe, the fruit is hollowed out and dried to form a building. New occupants and neighbors celebrate the completion of the building by feasting on the fruit's sweet flesh.

Buildings are entered through openings in the top of the fruit, requiring some folk to use ladders, ropes, slides, or lifts to access the entrance from the vinestreet above. In the distant past, residents knew the secret magic of shaping these fruits for their needs. However, this knowledge was lost for many generations following the Shattering. With the foundation of a new branch of the Tenders called the Wildgrowth Tenders, the magical practice of treeshaping has recently returned to Halara. New treeshaped buildings are now grown under the watchful eye of Treekeeper Grandmother Orchid [she/her], a venerable seeta, and her acolytes.

Luzos Palace. Though Atloh supports the city of Halara, the regent's palace is the only structure in the central part of the tree. Vast expanses of tanglemoth silk, known for its strength and shimmering beauty, are strung between the branches, forming taut floors and canopies. These woven silk protects the regent and her advisors from inclement weather and can be furled back to allow sunlight in.

As the palace walls, floors, and roofs can be rearranged by the restringing of its silks, it has no fixed layout. Day by day, the palace is reordered to serve whatever needs arise, be it as the grand temple of Khaluz, lodgings for visiting dignitaries, or venues for public consultations. Before dawn, dozens of attendants called silksetters glide and clamber through the branches to rearrange the palace for the day's activities. Only the throne room and the private quarters of the regent and her family go relatively unchanged.

Regent Elisa's throne was shaped from one of Atloh's branches over 2,000 years ago and takes the form of a wide couch that she lounges upon while looking down at her gathered visitors. The throne is the only treeshaped piece on Atloh's main branches, and it is considered a sacred sign of the regents' authority that the Evertree allowed its creation.



Nine Simpson